Mice and Mystics

Book Three

Downwood Tales

Introduction

This is a Mice and Mystics story book. In its pages you will find instructions on how to set up each chapter and special rules for playing out the chapter, including information on how you win and lose that chapter.

Each chapter of a story book is intended to be played through as a single game session of Mice and Mystics. Players can play through an entire story book, chapter by chapter, over multiple game sessions. This is called playing the story as a campaign.

Downwood Tales starts off with a prologue. If you are going to be playing through Mice and Mystics as a campaign, we suggest you have someone read the prologue aloud to all the players prior to playing the first chapter.

Downwood Tales can form part of an extended campaign, which continues adventures from previous Mice and Mystics story books. When playing Downwood Tales as an extended campaign, mice can start this story book with all story achievements and ability cards acquired in previous story books and can keep one previously found search card for each mouse, with the exception of legendary items. Alternatively, players may reassign ability cards to all mice. Remove all ability cards from the mice and pick two for each mouse played in a previous story book.

Room Tile Rules Types

Special circumstances will abound as you play through each chapter. This gives us the opportunity to inject the game with narrative flavor. This story book breaks down these special circumstances into a series of rules types as follows:

⬣ Special Search: Some tiles or spaces will allow players to find a specific item in the search deck. After making a special search, shuffle the search deck. Once a special search has been successfully performed that specific special search cannot be performed again during that game session.

⬣ Special Surge: A special surge always takes place instead of the surge listed on the current encounter card.

⬣ Special Setup: When exploring (*moving into*) a room tile that has a special setup, follow the special setup instructions instead of drawing an encounter card.

⬣ Special Rule: Some tiles will have rules that apply when the mice are interacting with that tile.

⬣ Story Moment: Story moments will trigger when something specific happens in the game, like exploring a certain tile. Story moments always come with a section of text to be read aloud to the players. Some story moments even give the players a reward for triggering them.

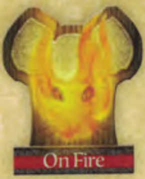
⬣ Optional Side Plot: Sometimes players will be presented with an opportunity to complete a task that is not necessary to complete the chapter. These side plots often come with a reward for completing them.

● Nightfall: Some encounter cards indicate that night has fallen. If a tile has any special nightfall rules, they will be listed here.

Campaign Special Rules

New Statuses

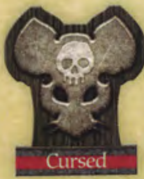
On Fire



Downwood Tales introduces a new negative effect called on fire. When a mouse is on fire, place the on fire marker on that mouse's initiative card. A mouse can only have 1 on fire marker on it at a time. A mouse that is on fire is in danger of being harmed unless it can put out the fire by ending its turn on water, or using a recover action. Roll one action die plus one additional die for each other friendly mouse in the same space. If you roll at least 1 ✸ the mouse successfully puts out the fire and the on fire marker is removed.

If an on fire marker is on a mouse's card at the end of its turn, place 1 wound marker on its card. If it is raining at the time, a mouse with an on fire status marker does not have to roll a die when using a recovery action to remove the on fire token. *Important note: Tilda may use her 'Draw Empathic Power' when a fellow mouse receives an on fire token.*

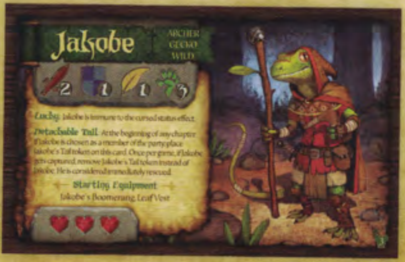
Cursed



Downwood Tales also introduces another negative effect called cursed. When a mouse becomes cursed, place the cursed status marker on that mouse's initiative card. When a cursed mouse rolls to attack or defend, all cheese rolled by that mouse is placed on the minion cheese wheel instead of into that mouse's stash! When a cursed mouse performs a recover action while standing on a space where a four-leaf clover or toadstool is depicted, remove the cursed marker from the mouse's initiative card. *Important note: Tilda may use her 'Draw Empathic Power' when a fellow mouse receives a cursed token.*

New Heroes

Downwood Tales introduces new playable characters. Players may now choose these new heroes even when playing chapters from another Mice and Mystics story book. Two of the new characters are not mice. When these characters are in your party, they are considered honorary mice and are affected by all rules that affect the mice in your party.



Lucky: Jakobe is immune to the cursed status effect.

Detachable Tail: At the beginning of any chapter if Jakobe is chosen as a member of the party place Jakobe's Tail token on this card. Once per game, if Jakobe gets captured, remove Jakobe's Tail token instead of Jakobe. He is considered immediately rescued.

Jakobe's Boomerang, Leaf Vest

The Fifth Wheel

In some chapters your party may contain more than four mice. When successfully exploring a new tile, place any extra figure(s) on any space adjacent to the other mice on the new tile. A party of more than four mice can only exit a tree using a leaf when all extra figure(s) are adjacent to the leaf.

Creature, Figure and Token

Some rules and game effects use the terms figures, tokens and creatures. A figure is a character with a plastic miniature. A token can be a lot of things, including creatures that are represented on the game board with a cardboard chit. Creature is a term used to describe carboard chit creatures and plastic figure characters collectively. Creatures represented by tokens do not count toward space limits.

Pets

Pets move and attack using all of the rules for minions, except that the mouse player who summoned the pet controls its movement and attack. Minions do not have to stop when entering a space occupied by a pet token. A pet can be attacked if no mouse is available to attack. Any cheese rolled by a pet is ignored. Whenever exploring a new tile, all pets leave play, remove them from the board. When a mouse performs a search action while sharing a space with one or more pets, roll one additional action die.

Allies

Allies move and attack using all the rules for minions, except that a mouse player, as directed in the special chapter rules, controls their movement and attack. Allies are represented by figures and use their battle, defense and life values as stated on their initiative cards. Minions treat allies as mice for the purpose of movement and attack. Cheese rolled by allies is ignored. Allies are not affected by abilities or conditions referring to mice. However, allies count as mice when determining the number of action dice when moving out of water or putting out fire. Whenever exploring to a new tile, all allies leave play, remove them from the board. If an ally is defeated, the hourglass is not moved.

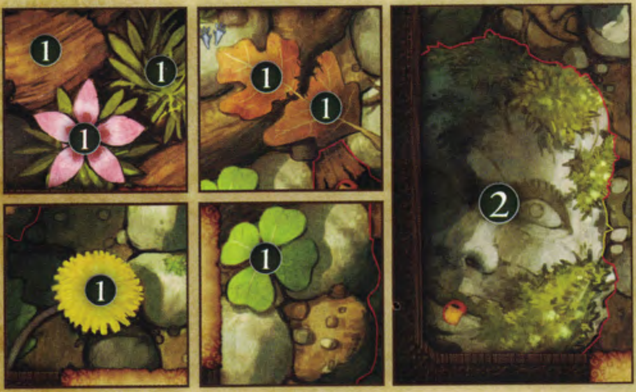
Critter Citizens

Downwood Tales contains chapters which use friendly characters not belonging to the party. These peaceful, meek forest critters are represented by Critter Citizen tokens. Use these tokens as directed by the special chapter rules.

New Tile Rules

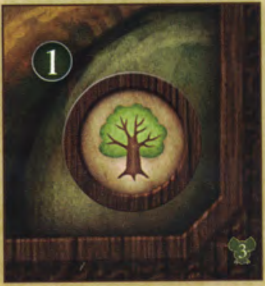
Outdoor Tiles

Tiles in Downwood Tales depict outdoor areas called the Downwood (*marked by a green orientation arrow*), underground environments called the Underwood (*marked by a blue orientation arrow*) and trees called the Upwood (*represented by tree and tree branch overlays*). These new tiles expand on the concept of non-rigid movement grids. Individual spaces on a tile are determined by noticeable differences in color and texture.

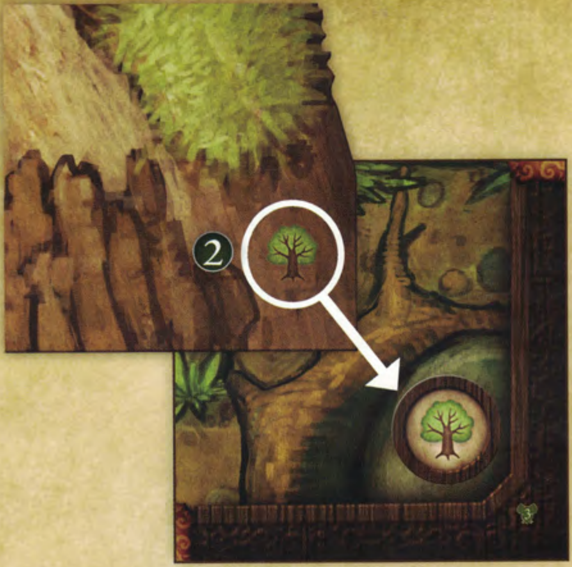


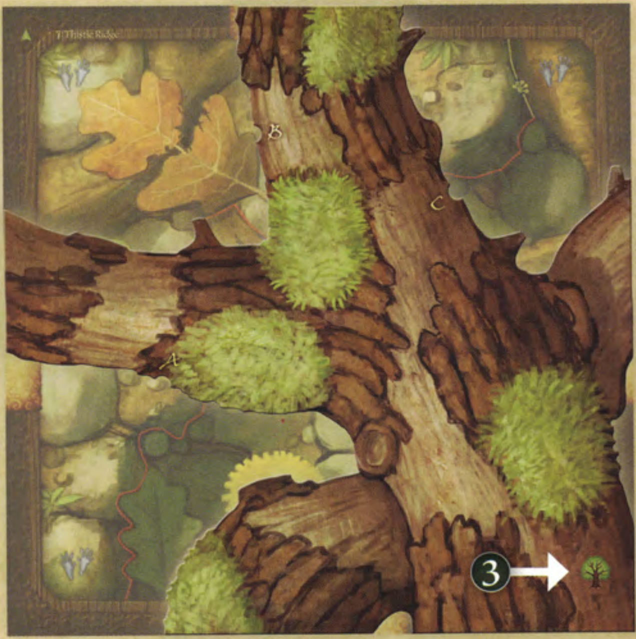
1. These are some examples of spaces on outdoor area tiles.
2. On this tile (*Headfall*), the entire head is considered a special area space.

Trees and Tree Branches



1. When a room tile setup or special setup includes a tree climb symbol, place the tree climb marker on the corresponding space.
2. When a mouse performs an explore action on a tree climb token, remove all figures and tokens from the board and place the tree and branch overlay onto the board, positioning the overlay so that the tree climb symbol printed on it matches up with the corner the tree climb token had occupied.
3. Then place the mice on the tree climb space on the tree overlay and reveal an encounter card, or set the tile up as directed in the special set up rules for the chapter you are playing. Mice can use an explore action on this tree climb symbol to return to the tile below.

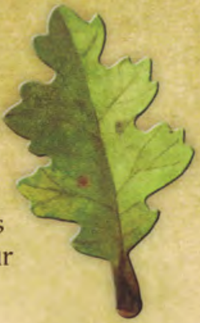




The combination of tree and branch overlay is considered a single tile and follows all rules applying to normal tiles. While the mice are on the overlay, non-flying creatures cannot voluntarily enter spaces that are not part of the overlay. Flying creatures can cross empty spaces between branches, treating each empty area as a single space for the purpose of movement, but cannot end their move on an empty space. If a non-flying creature moves off an overlay space by an ability or effect, it is immediately defeated or captured. A flying creature is placed onto the closest space it could end its move on instead.

Leaf Tokens

Leaf Tokens on Overlays



Leaf tokens attach to the overlay as directed in the special setup rules, and while attached, are considered to be part of the tree or branch overlay. Leaves are considered spaces adjacent to the overlay space closest to the leaf's stem. A leaf can only accommodate four figures. Mice cannot perform a search action while on a leaf.

Using a Leaf Token to Exit a Tree or Branch

When all mice are on the same leaf, a mouse can use its action to chop the leaf stem. If minions are present on either overlay, the mouse must first roll an action die. If no ✷ are rolled, the leaf remains attached. If a ✷ is rolled, remove the tree and branch overlays, including any figures and tokens on them, but leave the leaf and mice in place. Make sure the leaf is centered on its space. Choose a minion entry space and turn the leaf so it is pointing toward that space. Roll an action die and move the leaf, with the mice still on it, a number of spaces equal to the number result rolled toward the chosen minion entry space. Use the shortest route possible and ignore any red or yellow lines or any other intervening terrain. The space the leaf stops on is where it lands.

If the leaf would land on a chasm space, pick a land space on either side of the chasm for the leaf to land. If the leaf lands in a water space with a current, immediately move it one space downstream (*two spaces when raining*). Treat the tile the leaf landed on as any other tile the mice successfully explored.

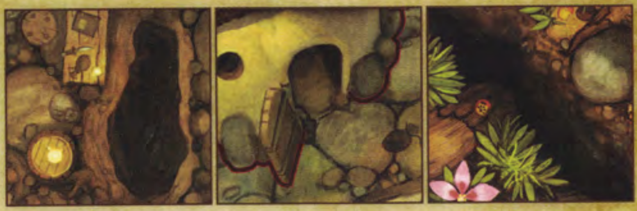
Leaf Tokens on Land or in Water

When a leaf is on the ground and not in a tree, figures treat the leaf like a normal space, freely moving onto or off of it. When moving from a water space onto a leaf, any rules for climbing out of water apply.

When a leaf is on a water space, the mice can use it similar to a boat. With or without mice on it, a leaf on a water space moves one space in the direction of the current at the end of each round (*two spaces when raining*).

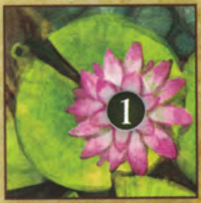
Walls, Stalagmites and Chasms

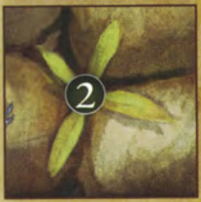
Stalagmites follow the rules for solid rock and walls (*see Mice and Mystics rulebook*). In addition, some tiles in Downwood Tales depict buildings. The walls of buildings have black and red lines to show they block movement and line of sight. Some tiles depict chasms that are also black. Chasms do not block line of sight and can only be crossed by flying figures or by using special abilities and items.



Stalagmite *Wall* *Chasm*

Board Features

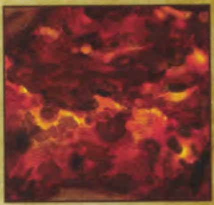




Graphical features, such as flowers, patches of grass and gnarled tree roots, are considered individual spaces if they are equal to or larger than a typical space. Smaller features are either part of a space or in-between spaces. Graphical features in-between spaces can only be moved through if a mouse figure's base can bridge the gap between spaces.

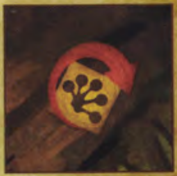
1. This flower is part of the space it is centered on.
2. Features between spaces, like this plant, are not wide enough to block movement.

New Terrain Feature: Lava



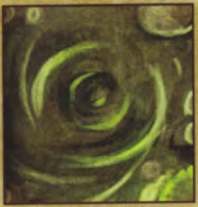
Non-flying creatures cannot move onto or through lava spaces voluntarily. Any creature moving onto lava as a result of an ability or effect is immediately defeated or captured. Flying creatures are not affected by lava but must end their move on a non-lava space.

New Terrain Features: Hidden Paths and Flip Spaces



Some tiles contain yellow lines or flip spaces with a yellow gecko symbol. These represent secret paths, known only to creatures living in the wilds. If no wild figure is in the party, yellow lines with gecko symbols are considered red lines and hidden flip spaces cannot be explored.

New Terrain Feature: Shallow Water



Two tiles (*Echo Cavern and Trickleunder*) contain shallow water. Shallow water spaces disregard any special rules for movement in water but are considered water for the purpose of removing on fire status markers.

Tiles with 2 Flip Spaces

One tile (*Brokenwood*) has two flip spaces. If the mice meet the requirements, they can use either flip space when performing an explore action to Deeper Dark. When performing an explore action on the flip space on Deeper Dark, the players can choose which flip location on Brokenwood to appear on, as long as all mice appear on the same space.

New Cards

New Search and Ability Cards

Downwood Tales includes 59 new search cards. Shuffle these into your search deck before playing a chapter or campaign. This expansion also includes new abilities your mice can learn. Add the new ability cards to your ability card deck.

Note: We included additional copies of certain popular ability cards to allow more than 1 mouse to choose them. We also included an updated version of the Set Trap ability card. Use this new version in place of the old version.

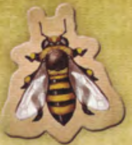
New Minions and Encounter Cards

Downwood Tales introduces new minions and new encounter cards. Players should shuffle the new encounter cards in with an equal number of encounter cards from the base game (*in this way minions from both sets will show up in your adventures, creating greater diversity*).

Rain

Some encounter cards include the word 'Rain' near the top of the card. While this card is in play, water with a current becomes strong current. Mice move 2 spaces downstream when ending their turn on water spaces with a strong current. A mouse with an on fire status marker does not have to roll a die when using a recover action to remove the on fire token while on an outdoor tile in the rain. Remember: encounter cards can sometimes remain in play even after the mice explore onto a new tile.

Pesky Bees



Some encounter cards include the phrase 'Pesky Bees' near the top of the card. When these cards are revealed, if the mice are on a tile with a green orientation arrow, place a bee marker on each flower and clover on the tile. When a mouse or minion figure ends its move within 2 spaces of an unoccupied bee marker, place that bee marker under that figure. That bee is now following that figure. Reduce a figure's defense and attack value by 1 for each bee that is following it. When a figure with a following bee moves, all bee markers under that figure move with it. After resolving a melee attack on a figure with 1 or more following bees, move all bee markers from under that figure and place them under the attacking figure. Pesky bees cannot be placed under a Boss minion. Remove all bee markers when the mice leave this tile.

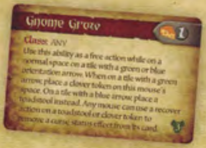
Nightfall

Some encounter cards include the word 'Nightfall' near the top of the card. When this encounter card is revealed, place the moon token onto the minion wheel under any cheese already on the wheel. Any cheese tokens added to the minion wheel while the moon token is in play are placed on the moon token. While the moon token is on the minion wheel, any special rules referring to nightfall are in effect. The moon token remains in place until a surge is triggered.

Replacement Initiative Cards and Ability Cards

The Send in Meeps ability card replaces the Meeps ability card from the base set. There are also new initiative cards for Maginos and Lily. These have replaced the melee symbol with ranged symbol to allow valuable ranged attacks when these characters are used as allies. *Note: The following cards require special considerations:*

Gnome Grow: If you are playing Downwood Tales as a campaign, remove the Gnome Grow ability card from the ability deck. It is not available until directed in either chapter two-A or chapter five.



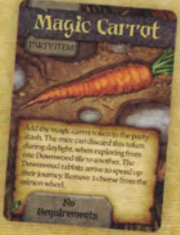
Gnome Grow

1

Class: ANY

Use this ability as a free action while on a normal space on a tile with a green or blue orientation arrow. When on a tile with a green arrow, place a clover token on this mouse's space. On a tile with a blue arrow, place a toadstool instead. Any mouse can use a recover action on a toadstool or clover token to remove a curse status effect from its card.

Magic Carrot: If you are playing Downwood Tales as a campaign, remove the Magic Carrot search card from the search deck. It is not available until chapter four.



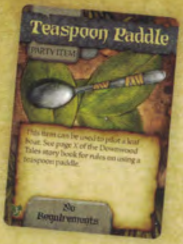
Magic Carrot

PARTY ITEM

Add the magic carrot token to the party stash. The mice can discard this token during daylight, when exploring from one Downwood tile to another. The Downwood rabbits arrive to speed up their journey. Remove 3 cheese from the minion wheel.

No Requirements

Teaspoon Paddle: The Teaspoon Paddle can help the mice to navigate the watery tributaries in the Downwood. A mouse on a leaf in water can use its action to steer the leaf (*and any mice thereon*) onto any unoccupied adjacent water space, even against the current.

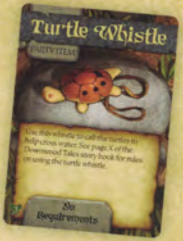

Teaspoon Paddle

PARTY ITEM

This item can be used to pilot a leaf boat. See page X of the Downwood Tales story book for rules on using a teaspoon paddle.

No Requirements

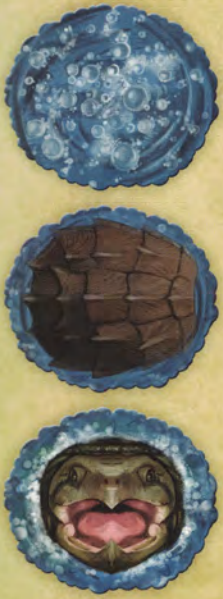
Turtle Whistle: The Turtle Whistle can be used to call the local turtles when trying to cross the Downwood's fast moving stream, the Trickle. A mouse adjacent to a water space can use its action to blow the Turtle Whistle. Shuffle the 6 turtle tokens and place them on the table, shell side up. Randomly place 3 of these tokens, shell side up, in a straight line on unoccupied water spaces.


Turtle Whistle

PARTY ITEM

Use this whistle to call the turtles to help cross water. See page X of the Downwood Tales story book for rules on using the turtle whistle.

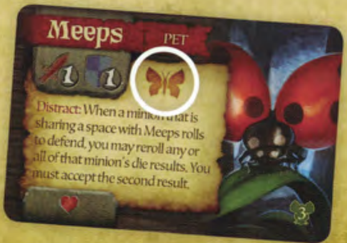
No Requirements



Turtle tokens follow the rules of land spaces. However if a mouse is moved into a turtle token by the current, move the turtle token 1 space downstream. If the turtle token cannot be moved into any unoccupied spaces, remove it from the board. In addition, each time a mouse moves onto a turtle token, flip that token. If the revealed side shows a shell, the mouse can continue its movement. If the revealed side depicts bubbles, the mouse falls into the water and its turn ends immediately. If a snapping turtle is revealed, the mouse falls into the water, its turn ends immediately and 1 wound marker is placed on its card. After revealing a bubble or snapping turtle token, shuffle the token, shell side up, with the remaining unused turtle tokens and randomly place 1 onto the space the bubble or turtle token was discarded from.

New Minions and Bosses

Flying Creatures


Meeps PET

1 1

Distract: When a minion that is sharing a space with Meeps rolls to defend, you may reroll any or all of that minion's die results. You must accept the second result.

3

Creatures with a butterfly symbol on their initiative card are flying creatures. Flying creatures are unaffected by terrain such as water and lava spaces. Flying creatures can move across empty areas between tree branches. They treat each empty area as a single space and can move through yellow and red lines and across chasms. Flying creatures cannot end their move on lava, a chasm or empty spaces between tree overlays.

Bullfroglodytes

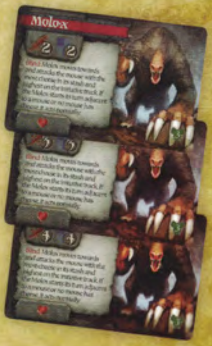
The froglodytes terrorize the Downwood. Bullfroglodytes are the biggest of these forest bullies. Two bullfroglodyte miniatures are included in this expansion, and on occasion, the mice may face both at the same time. Since bullfroglodytes have 2 life points, if both are in play, track any wounds they receive by placing the wound markers on or near the base of the wounded bullfroglodyte.

Cute Scoundrel, Pheasia and Malodor

Cute Scoundrel, Pheasia and Malodor have only one initiative card each but are considered boss minions.

Molox

The molox uses three initiative cards but is not considered a boss. When determining initiative order, only use the "Enraged Molox" card. After placing this card onto the initiative track, place the remaining molox initiative cards on top of this card so that the "Molox" card is on top. Each time one or more wound markers would be placed on the molox, remove its topmost initiative card instead. In this way, the molox gets stronger (*and angrier*) each time it takes damage.



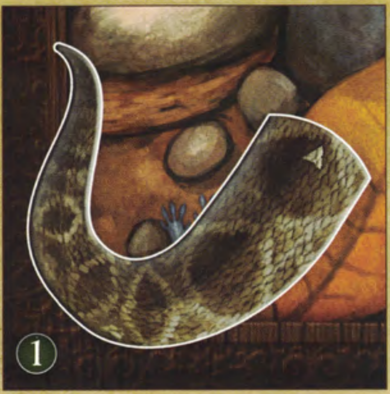
Hesster

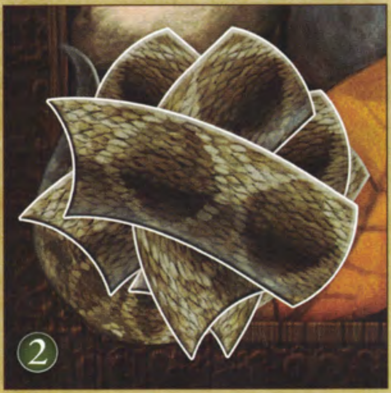
The Downwood is home to a cruel hunting snake known as Hesster. Hesster is represented on the board by a head, 4 body segments and a tail.

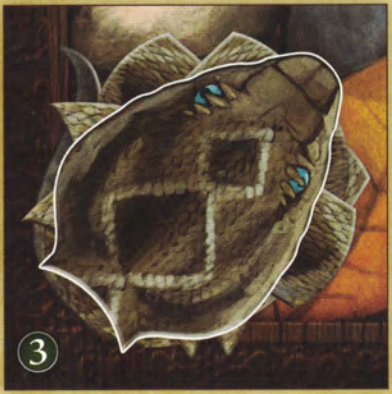
Non-flying figures cannot move into a normal space that contains any part of Hesster. Figures that begin a turn on a space with Hesster must move out of that space if possible. When attacking or defending with Hesster, any cheese rolled is not added to the minion wheel.

Hesster does not move or act like other minions. Instead he has 2 initiative cards that cause him to take 2 turns in a round and act differently on each turn. When determining initiative order, Hesster Strikes is always placed higher on the initiative track than Hesster Coils. Switch these cards on the track if necessary.

When Hesster is encountered, he will be coiled up. To coil up Hesster follow these 3 steps in order:



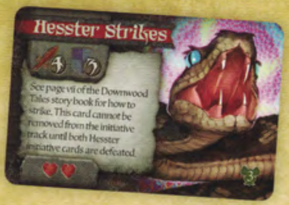




1. Place Hesster's tail segment on a minion entry space, following the rules for placing large minions.
2. Shuffle the body segment tokens and randomly place them in a stack on top of the tail.
3. Place the head segment on top of the stack.

Only remove Hesster's initiative cards from the track after both cards have 2 wound markers on them.

The rules for each of Hesster's initiative cards are as follows:



See page vii of the Downwood Tales story book for how to strike. This card cannot be removed from the initiative track until both Hesster initiative cards are defeated.

Hesster Strikes

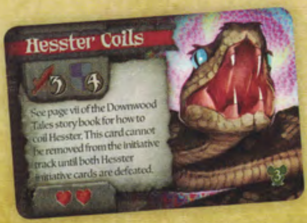
To strike with Hesster follow these steps in order (*see example on next page*):

1. Remove the head and body segments from coiled up Hesster, leaving the tail section in its space.
2. Turn Hesster's tail segment so the arrow on the wider rounded end is pointing toward the closest mouse.
3. One at a time, randomly draw a body segment token and place it on the tile, positioning it so that its cup shaped end connects to the rounded end of the previously placed tail or body segment. Make sure the diamond pattern on the snake segments creates an unbroken chain. It is acceptable for a Hesster segment to slightly cover a tile border. However, if a segment would be placed completely off the tile or cause crossing over another segment, flip that segment over so that it turns the other way. Flip previously placed body segments as well, if necessary. Hesster segments can be placed across red and yellow lines as well as on black areas, lava, water and other terrain features.

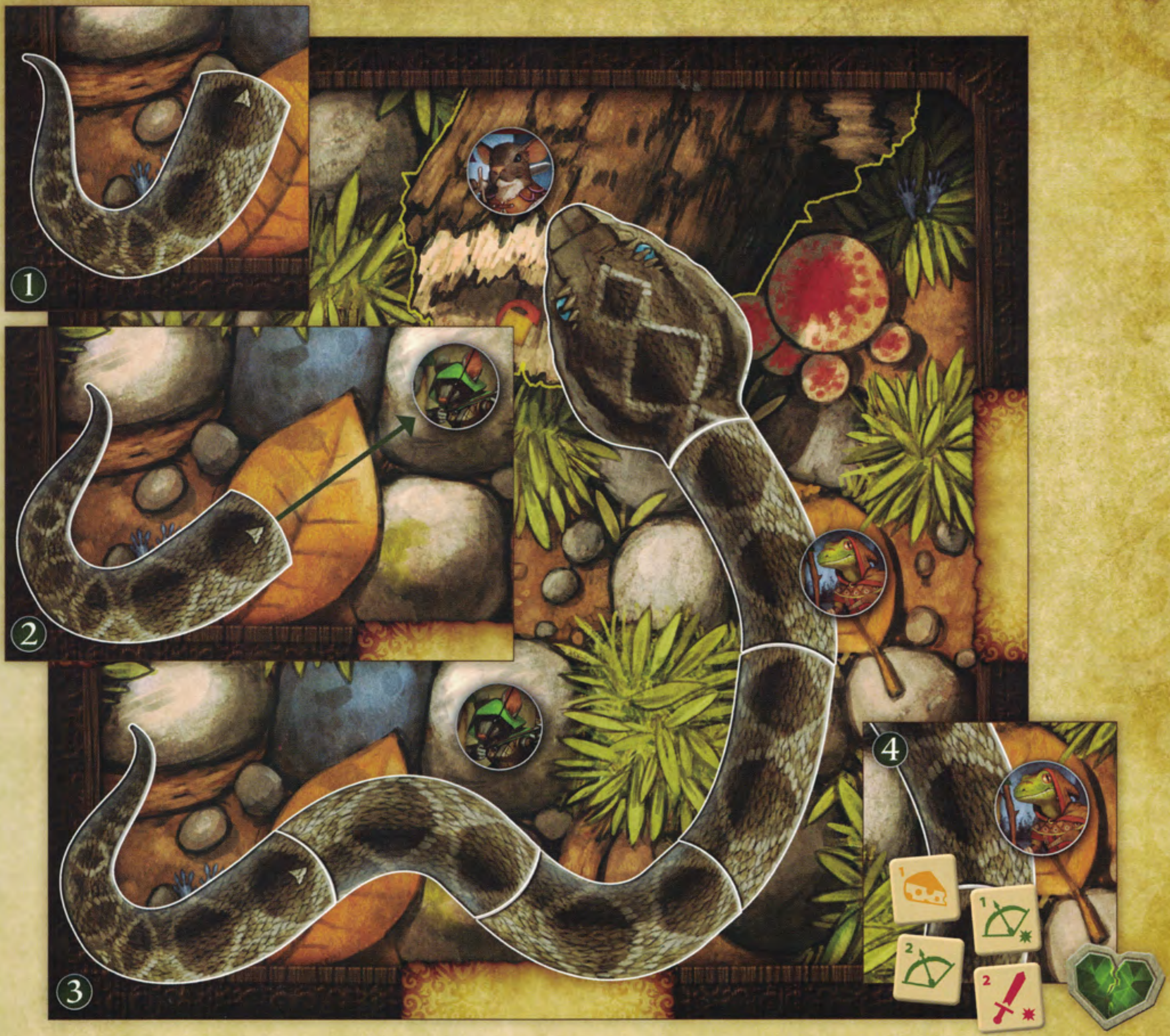
   Place the head on the snake, pivoting it so that it is mostly centered in a space, choosing a space with the most figures if possible.
4. Roll once to attack. Each creature that shares a space with any part of Hesster is affected by that attack and must defend separately. Any wounds inflicted by Hesster's strike are considered poison wounds. (*Note: All three creatures were affected by the attack in the example.*)

Hesster Coils

When Hesster coils, target the mouse that is highest on the iniative track from among all mice that are adjacent to or on a space with any part of Hesster. Place coiled up Hesster adjacent to the targetted mouse. If no mouse could be targeted, place coiled up Hesster on the space his head occupies. Then roll once to attack. Each creature adjacent to coiled up Hesster is affected by that attack and must defend separately. Any wounds inflicted by Hesster coils are considered normal wounds.



See page vii of the Downwood Tales story book for how to coil Hesster. This card cannot be removed from the initiative track until both Hesster initiative cards are defeated.



Olga the Owl

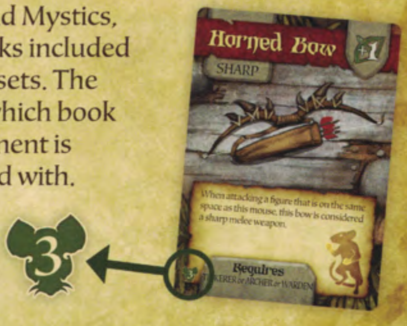
The slyest of the predatory birds hunting little forest creatures during nightfall is Olga the Owl. When directed by the story book, place the Olga the Owl token, prior to placing minions, on any minion entry space on the mice's current tile.

If a player rolls a 1 when moving a mouse, immediately move Olga 3 spaces directly towards that figure, choosing the shortest route possible. Olga follows any rules for flying creatures. Olga stops her move if she reaches that figure's space. Any small figure on a space Olga moves through or ends her move on receives 1 unblockable wound.

Olga cannot be targeted by an attack, and does not count toward space limits. Olga does not prevent mice from using an explore action.

Mouse Head Icons

When necessary, components in this expansion are marked with a numbered mouse head icon to allow easy distinction from the Sorrow & Remembrance story book included with the core game set of Mice and Mystics, as well as story books included in other expansion sets. The number indicates which book number the component is originally associated with.



When attacking a figure that is on the same space as this mouse, this bow is considered a sharp melee weapon.

Prologue:

Bedtime for May

Choose a player to read the following aloud:

Oh ancient seat that housed the lad,
Why let nostalgia keep you sad?
His laughter echoed off your walls.
But life brings with it storms and squalls.
Embrace those moments you held dear.
Let bygone times you loved bring cheer.
Know with age all things must fade.
Yet few things leave that aren't remade.
So dry your eyes, away your fear.
The boy is gone, the man is here.

Tip sat in the rocker and held his baby sister in his arms. She looked up at him with big round eyes from beneath her blanket of brushed lint, and made wee gurgling noises.

"You see May?" Tip asked. "I'm not so bad. And soon, you'll be bigger like me. And you'll be able to talk, and run, and we'll go on adventures together. You'll see. It will be splendid. There's so much I want to teach you little sister." May began to cry, her voice high and squeaky, and Tip began to rock faster. "No, no little sister – it's okay," he said. His parents were just outside in the garden, but Tip did not want to call for help. After all, he was nearly fully grown and was surely capable of taking care of a baby. But May did not share his confidence, and began to bawl all the louder.

"How about a story?" Tip asked. "You like my stories don't you? Let's see, I've already told you how Prince Collin and his friends defeated the evil Vanestra. And I told you how they later thwarted Glorm. So next would come the tale of the Great Migration, and how Collin and his friends ventured into the Downwood for the first time. Oh the Downwood was very different back then, May. There were all sorts of terrifying nasties lurking in those trees, and some of the folk who lived there weren't so nice either. But I'm getting ahead of myself. Let's start at the beginning."

May's crying stopped all at once and she looked up at her big brother with curious eyes. Tip could not tell if she understood him, or was merely comforted by his voice, but it did not matter. And so he told the story, just as he had heard it many years ago.

There once was a brave mouse ranger named Lily, and she lived with her mother in the cozy town known as Barksburg. Barksburg was a charming place, nestled in the heart of an old oak tree that grew in a courtyard near an ancient castle full of humans. The citizens of Barksburg were good and kind, and Lily's mother Linera, was the mayor. But one day the humans of the castle were attacked by an evil sorceress, and the prince of the castle and his loyal retainers could only escape by turning themselves into mice. They were a goodly bunch but rather new at being mice, and so the citizens of Barksburg adopted *them. The Prince was named Collin, and his friends were Maginos, Tilda, Filch, and Nez. But soon the darkness in the castle threatened even the old oak tree, and so Lily joined Collin and his friends, and together they defeated the sorceress.*

But defeating her was not easy, and the castle was left burnt out and hollow. And in the wake of all that destruction was born a new foe: an evil necwormancer who wanted to hurt Collin, the prince's friends, and the people of Barksburg. But with new enemies came new friends, and Lily and company met the wild mystic Neré, who offered to help them. Together these seven heroes battled the necwormancer, and defeated him. Yet their success was not cheaply won, for before he was defeated their enemy succeeded in poisoning the old oak tree.

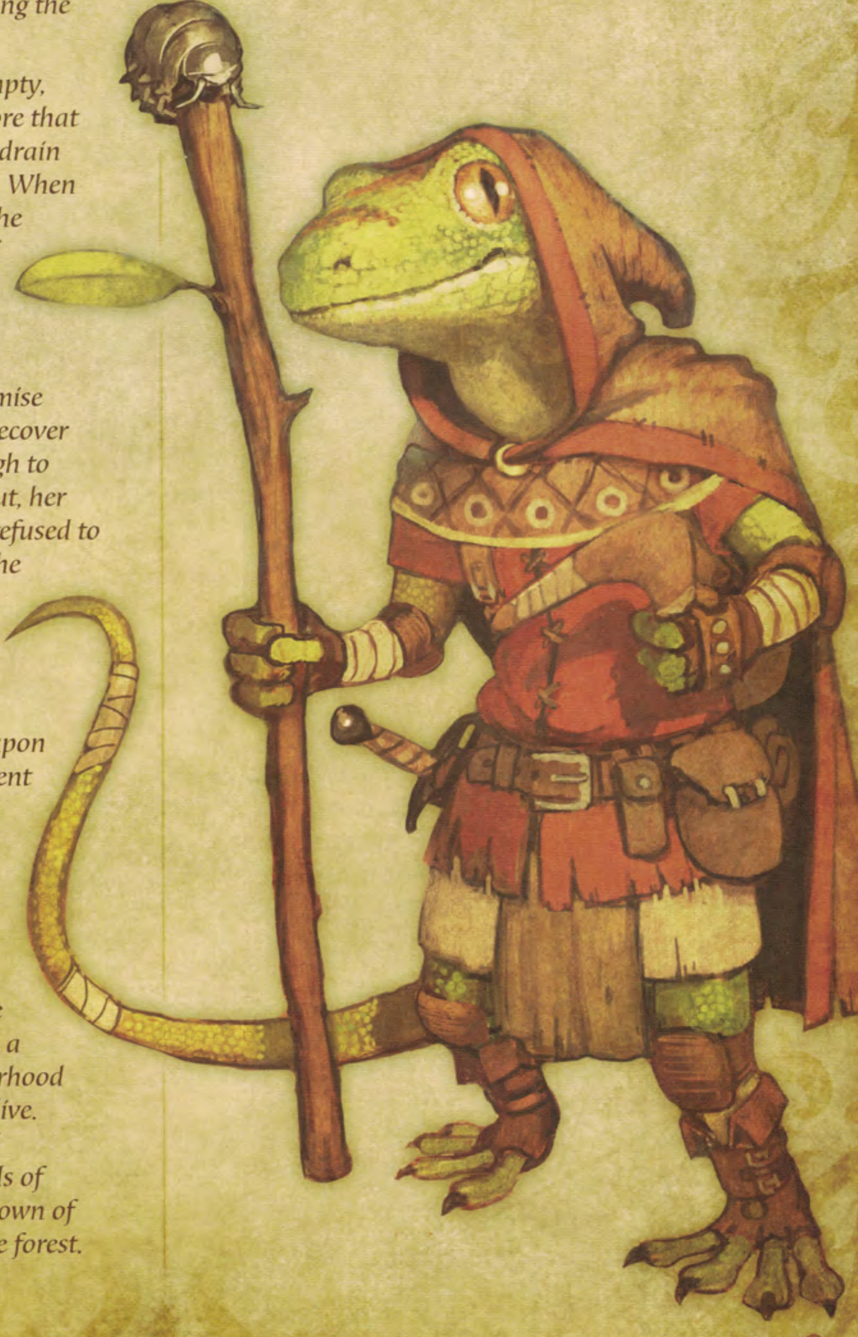
The days passed, the ancient castle sat empty, and Barksburg prospered, yet none could ignore that the old oak tree was dying. Its color began to drain away and its leaves started to die one by one. When the last leaves finally fell, the citizens beheld the tree's final gift: a golden acorn, the last nut of their beloved tree, hanging from the highest branches.

Now all mice know that a tree's last nut carries within it Nature's greatest gift: the promise of life renewed. And so the citizens sought to recover the nut, though in the end they found it too high to reach. But brave Lily knew that without the nut, her people would be in grave danger. And so she refused to yield, and though her muscles ached, though the heights she reached were dizzying, and though the wind whipped her around in the upper branches, she persevered and claimed the nut for Barksburg.

The responsibility of what came next fell upon Linera. The mayor consulted with the prominent mice of Barksburg, and together they reached one conclusion: the priceless nut should be used to barter for a new home. Linera employed countless scholars and scribes, and together they determined the exact specifications for the kind of tree the town needed to move to. Linera also summoned the enigmatic scout known as Jakobe. Jakobe was a gecko who knew the dark, mysterious neighborhood known as the Downwood as well as anyone alive. Jakobe's task was simple: lead a contingent of Barksburg's bravest warriors through the perils of the Downwood, and bring them safely to the town of Headfall Hollow that lay near the center of the forest. The sheriff there was a greedy squirrel, and the brave heroes would offer him the Barksburg Nut in exchange for the location of a suitable tree.

Jakobe did not like this task, nor did he enjoy the prospect of traveling with such a large group. But Linera invoked the secret bond Jakobe shared with her daughter Lily, and so the gecko relented and promised to lead the expedition.

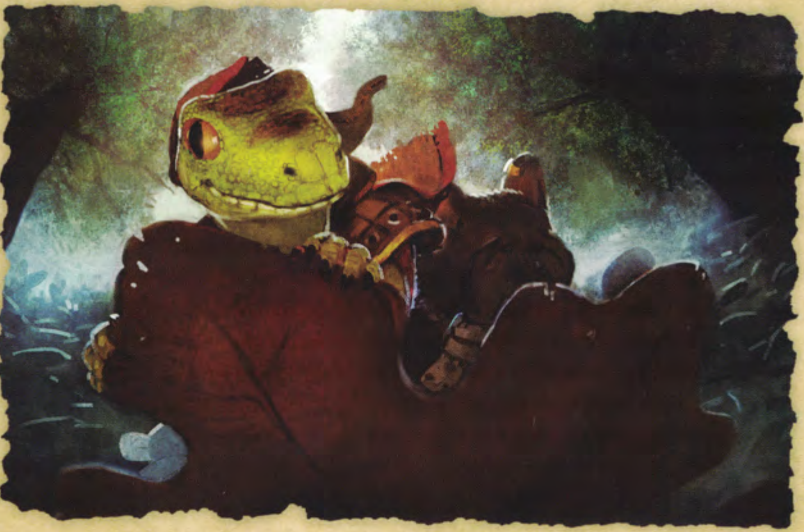
There was nothing left to do. Linera called for the Heroes of Barksburg to hold council with her, and thus the Great Migration was started.



Chapter One:

High Road to Headfall

Choose a player to read the following aloud:



The journey will be difficult," Linera said. The aging mayor of Barksburg stood at the head of the table, gazing down at the linen map that lay in an unfurled heap upon it. She looked up at Collin and twitched her white nose. "The Downwood is filled with many dangers for our kind. We have been lucky to lead such sheltered lives thus far – those mice who have returned to us from the Downwood have brought with them stories filled with terror." Collin nodded in understanding, but Linera saw the determination in the boy's face. Hardly a boy now, she thought.

"The first step," she continued, "will be reaching a small yet bustling trade settlement called Headfall Hollow." At this, Linera's daughter Lily groaned.

"Headfall is run by a squirrel named McReedy," Lily said to the others. "He's a selfish rodent to be sure. He makes the townsfolk there call him sheriff, but he's only interested in lining his own cheeks."

"True," said Linera, "But we need McReedy. His knowledge of the area is superior to anyone I know of. We shall offer the Barksburg Nut as payment. I understand such nuts have sold for very high prices in that neighborhood." She looked over at the perfect acorn that sat upon a nest of yellow straw.

"Seems a shame to trade a treasure such as that to a greedy squirrel," said Nez, shifting his burly frame in his squeaking chair.

"I could always steal it back," sneered Filch.

"You will not!" snapped Tilda. "The repercussions could be terrible."

"The trade is fair," said Neré. "It is life for life."

"Er, sure it is," said Nez. "Don't matter anyway. 'Ol Filch here couldn't pinch a penny in his own pocket without gettin' caught."

Linera held up a paw for silence and said, "Concern yourselves with getting safely to Headfall Hollow. With Barksburg dying, the only cost we should find too high is the deaths of family and friends."

"We will take care my lady," said Maginos. "I promise it."

"Good," said the mayor. "Let me introduce you to your guide in the Downwood. Please welcome Jakobe."

"Who?" asked Nez. And a cloaked figure stepped out of a shadowy corner in the room, causing everyone but Linera to jump in surprise.

"Saw him the whole time," muttered Filch with embarrassment. As the figure uncloaked they saw he was a shiny green gecko, and he bowed low before them. A tiny doodlebug rolled around excitedly by his feet.

Lily grinned at the gecko's entrance and said, "Hello again Jakobe."

"I have paid Jakobe's fee," said Linera. "Use him well. Heed his counsel. He knows the terrain you will be in, and more importantly, he knows how to survive."

"Thank you for joining us Jakobe," said Collin courteously. "I have no doubt we will have great need of your services."

"It is settled then," said Linera. "You leave on the morrow. The town will follow you the morning after the moon is next full. It will give you time to find a tree, resolve any dangers that could threaten our colony, and if for any reason the way is not safe, you will need to send us a message."

"We'll get the job done my lady," assured Collin. "You have my word."

Chapter Objectives

Find passage through the forest to Headfall Hollow. Deliver the last Barksburg nut to the sheriff of Downwood.

Victory Condition

Deliver the last Barksburg nut to the sheriff who resides in Headfall Hollow.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have delivered the nut, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

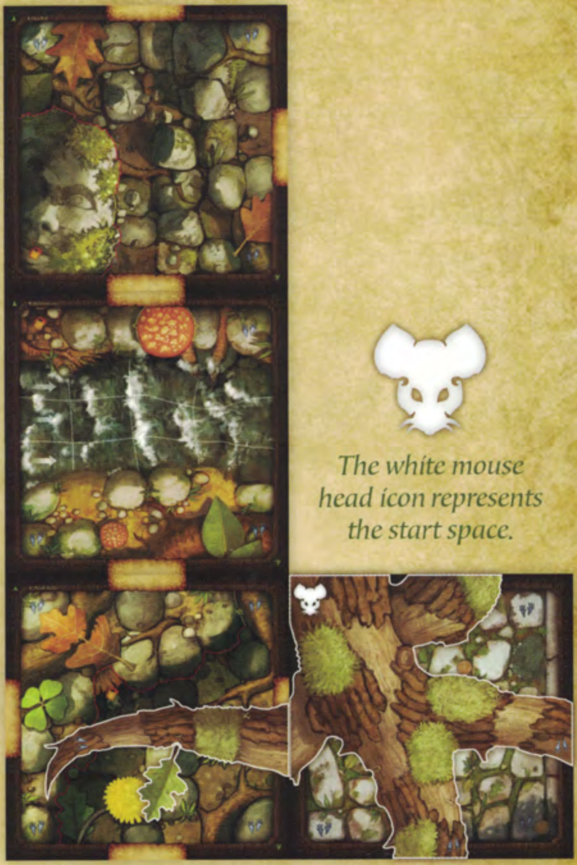
Select 4 mice to be in the party for this chapter. Jakobe the gecko must be 1 of the 4 chosen party members, now collectively referred to as "mice". He has been hired by Linera to guide the mice through the forest. The party cannot include Ditty the Shrew or Ansel as they have not met the mice yet.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. The difficult encounter cards are not used in this chapter. *Note: Throughout this story book, you may choose to mix in standard encounter cards from other Mice & Mystics sets as mentioned in the introduction to this story book. This will give you a wider variety of enemies to contend with.*

Room Tile Setup

Place the following 4 tiles as shown below: Courtyard (*this tile is from the Mice & Mystics base set*), Thistle Ridge, Tricklemoore, and Headfall.



The white mouse head icon represents the start space.

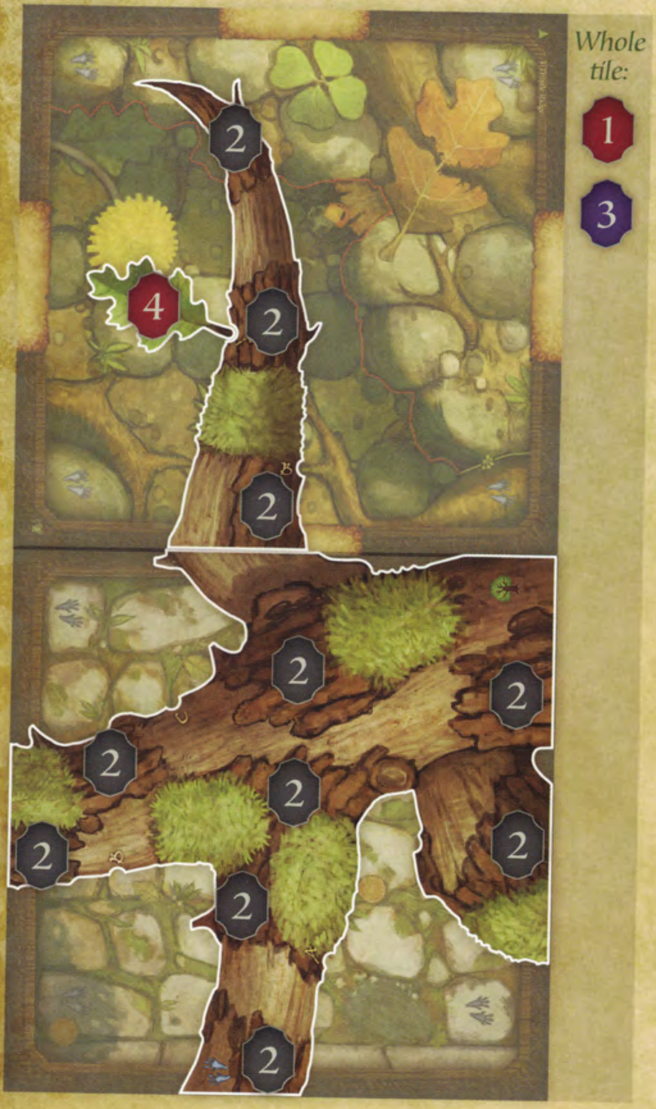
Place the tree overlay on the courtyard tile as shown, with the branch overlay extending onto Thistle Ridge. Place the 4 mice being used for this chapter on the tree overlay, on the indicated space. Choose a mouse to carry the nut and place a nut token under that mouse. Place 3 froglodytes and 2 firebelly newts on the tree and branch overlay minion entry spaces normally *(see 'Placing Minions on the Board' on page 14 of the rulebook)*. Keep in mind that the tree overlay and branch overlay create one continuous tile. Since firebelly newts are ranged minions, they will need to be placed on the minion entry space of the branch overlay, (*far away from the mice*). Also place 1 leaf on stem A of the branch overlay.

Special Chapter Rules

Transporting the Barksburg Nut

The mice are charged with transporting the last Barksburg Nut to Headfall Hollow, but the nut is heavy. A mouse can carry the nut, but is at a disadvantage while doing so. To show that a mouse is carrying the nut, place a nut token on that mouse's card. On its turn, a mouse can use its action to transfer the nut from one mouse to another on the same or adjacent space. While carrying the Barksburg Nut, a mouse's battle is reduced by 1. The nut also takes up a paw slot on the mouse's character card. If a mouse is captured while carrying the nut, leave the nut on the space where the mouse was captured. Another mouse can use a free action to pick up the nut while sharing a space with it.

Tree and Branch Overlay



1 **Story Moment:** If the mice defeat all the minions on the tree and branch overlay, choose a player to read the following aloud:

"Froglodyte scouting party I'd reckon," grunted Jakobe as the last minion fell before the party's wrath. "Stay sharp you lot. There's sure to be more." He led them along a complex network of branches, zigging here and zagging there, and soon they found themselves walking out onto a branch that began to taper dangerously. The weight of their bodies made the branch bob, and Nez turned a little green in the face.

"Didn't know I'd need sea legs in a tree," he groaned. Filch chuckled behind him.

"Welcome to the Downwood," said Jakobe. "You'll learn to love the trees for the safety they offer us. Or you'll die. Simple as that."

"Charming," sighed Tilda.

"Whole place is a nightmare of froglodytes, fearies, firebelly newts, not to mention your run-of-the-mill rats and roaches. And those are the easy critters. Heed my words my fuzzy friends, you see a molox, you better run."

"You make it sound so lovely," said Lily. But Jakobe jerked up a knobby hand, and everyone stopped and crouched low. The gecko placed a long, thin finger to his lips for silence, but the gesture was unnecessary. They huddled there in wide-eyed fear, and peered over the branch to spy what lay below them.

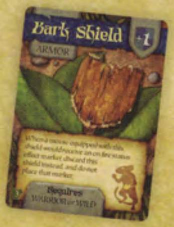
Collin was amazed by the view. Below him stretched a verdant forest teeming with life and thick vegetation. Rays of light punctured the leafy canopy above, and fell upon tiny bugs that flitted in and out of the golden light where it reached the ground. Everywhere he looked, Collin saw flowers and moss, fallen leaves and rocks, and it all seemed woefully impossible to traverse in his wee-mousey body. Leaves rustled and twigs cracked, and just below their branch there passed a large straw hat that sat on an aging human's head.

"The Fahmir!" hissed Jakobe. "One of the Titans. Dangerous and malevolent; if he catches you in the open he'll chop you up sure as can be."

"He's just a farmer," said Collin. "A human."

"Call them what you like, city mouse," Jakobe said, dismissing it with a wave of his hand. "They're horrible beasts! They burn down the green they don't like so they can grow the green they do." The gecko spat in the human's direction. "It's all about them, it is. They don't see the world inside the world!"

2 **Special Search:** Bark Shield. *(Note: A useful piece of armor for a warden or wild mouse.)*



3 **Special Surge:** 1 bullfroglodyte.

4 Story Moment: When all the mice are gathered on the leaf and a mouse uses an explore action, choose a player to read the following aloud:

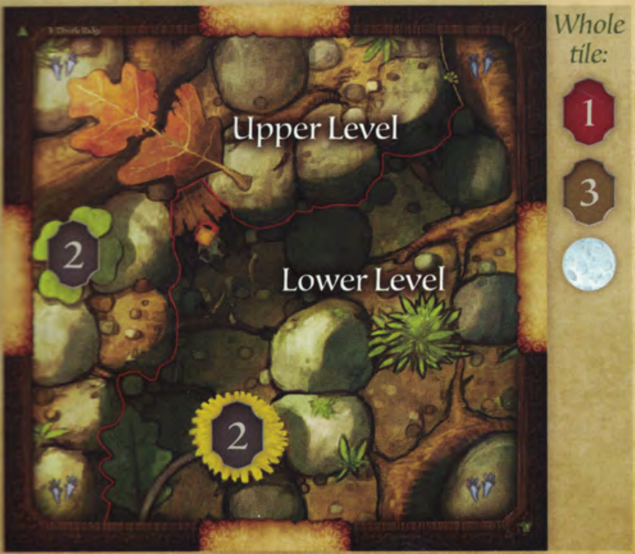
One at a time, each of the mice hopped to the leathery leaf and grabbed hold with both their front and back paws. All except Nez, who refused to leave the branch.

"No, no, no," he growled. "You'll be servin' ice cream at the Forge afore I'd get aboard that flimsy barnacle!" But Notch crawled behind Nez's feet and Jakobe pretended to bump into the overlarge mouse. "Watch it!" snarled the tinkerer, but he fell over Notch. Only by grabbing hold of the leaf did he save himself from plummeting from the branch. In a flash, Jakobe leapt onto the leaf and in the same fluid motion swung a small knife around to cut the stem straight through. The leaf dropped, and the mice began to fall.

"Hold on to your knickers, ladies!" the gecko screamed. "Woooohoooo!" Nez screamed too, but it was far less jovial, and the sounds of his fright rang out into the forest as the leaf fell.

Now remove the branch overlay, but leave the leaf on the board with the mice on top of it. Center the leaf with the mice on the space it mostly occupies and turn it to point at any of the three minion entry spaces on Thistle Ridge. Roll an action die and move the leaf with the mice that many spaces toward the chosen minion entry space using the shortest route possible, and ignoring any red or yellow lines or any other intervening terrain. This is where the leaf lands. Continue to the following section: Thistle Ridge.

Thistle Ridge



1 Story Moment: When the mice first land on Thistle Ridge, choose a player to read the following aloud:

If the leaf lands on the upper level, read story moment A. If the leaf lands on the lower level, read story moment B.

Story moment A

The leaf bucked and spun upward on the breeze, along with the stomachs of its passengers.

"I'm going to be sick," cried Tilda.

"Nez beat you to it," said Neré calmly looking back at the tinkerer. If Neré was upset by the ride she was not showing it. Ahead of them the rock wall that was Thistle Ridge rose to greet the leaf.

"We're going to crash!" cried Lily.

"You're right lass, we would," agreed Jakobe. "But luckily you're with me." The gecko grabbed the front of the leaf and pulled it up sharply, only moments before impact. The leaf slowed down and gained just enough altitude to rise over the face of the cliff and land softly atop the mossy ground that grew along the ridge. The mice quickly staggered off the leaf with wobbly legs. Filch kissed the ground with everything he had.

"Jakobe ya green-blooded halfwit, I'm gonna tear yer tail off and slap ya with it!" raged Nez, but Collin stepped forward and stopped his friend.

"We're here Nez, and that's what matters. You know how long it would have taken us otherwise." But Nez had already turned away to get sick again.

Story moment B

The leaf bucked and spun upward on the breeze, along with the stomachs of its passengers.

"I'm going to be sick," cried Tilda.

"Nez beat you to it," said Neré calmly looking back at the tinkerer. If Neré was upset by the ride she was not showing it. Ahead of them the rock wall that was Thistle Ridge rose to greet the leaf.

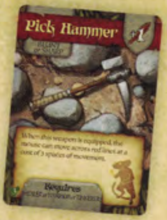
"We're going to crash!" cried Lily.

"I don't think so Lass," mused Jakobe. "Look!" Sure enough, the leaf instead began to circle around, and softly drift downward. The leaf came to a stop atop the mossy ground that grew at the base of the ridge. The mice quickly staggered off the leaf with wobbly legs. Filch kissed the ground with everything he had.

"Jakobe ya green-blooded halfwit, I'm gonna tear yer tail off and slap ya with it!" raged Nez, but Collin stepped forward and stopped his friend.

"We're safe Nez, and that's what matters. Look at that cave over there – I think we should explore it." But Nez had already turned away to get sick again.

Now reveal an encounter card as usual, and place any new minions normally. The mice start in the space their leaf landed on.

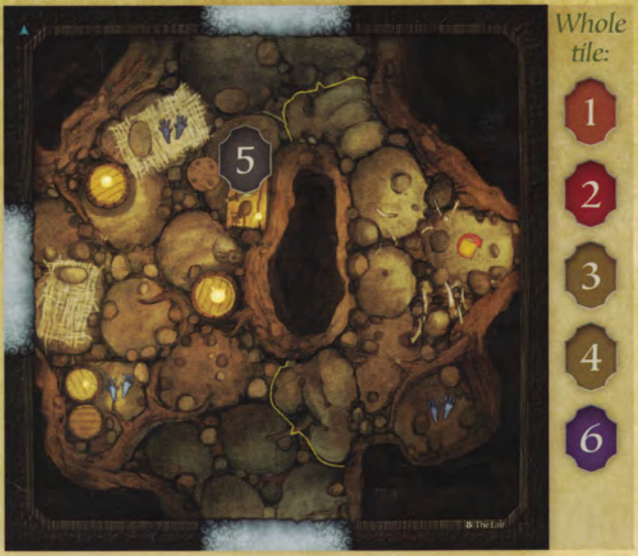


2 Special Search: Pick Hammer. (*Note: The Pick Hammer allows a healer, warrior or tinkerer to move across red lines.*)

3 Special Rule: Leaving Thistle Ridge: All mice in your party must be on the same side of the red line that divides Thistle Ridge before any mouse can use an explore action to leave this tile. Mice on the upper level can leave by exploring the exit into Tricklemoore. If the mice are on the lower area, they can use the flip space and explore into The Lair. *Note: Because Jakobe is wild, the mice can traverse Thistle Ridge using the yellow line with the gecko symbol at the edge of the ridge. This is a secret forest pathway known only to wild creatures (see New Terrain Features: Hidden Paths and Flip Spaces on page iv of this story book for rules on Hidden Paths).*

Nightfall: If it is nightfall when the mice land, and if they landed on the lower level of the ridge, they can attempt to sneak by the minions on this tile and make a hasty exit into the cave. If the mice choose to sneak, the minions will not move and attack on their turn unless they are attacked or alerted to your party's presence. When rolling for a mouse's movement on its turn, if you roll a 1, your mouse has stepped on a twig and alerted the minions! That mouse turn ends. Immediately move and attack with the minions belonging to the minion card highest on the initiative track. This does not count as their normal turn this round. Then return to initiative order and proceed with play normally. On any other result, the mouse sneaks quietly and the minions remain unaware. The mice must all gather on the flip space before any mouse can use an explore action to leave this tile. If the mice successfully gather on the flip space without alerting the minions they may explore the flip space without defeating the minions. Remove the minions from the board, and their card(s) from the initiative track.

The Lair



1 Special Setup: When the mice first explore The Lair, instead of revealing an encounter card, place 4 rat warriors normally.

2 Story Moment: After placing the rat warriors and resetting the initiative track, choose a player to read the following aloud:

Jakobe led them into the gaping maw of the cave, plunging them into darkness. Tilda twitched her nose.

"We're not alone," the healer said.

"No indeed," agreed Maginos. "I detect the musky aroma of numerous woodland creatures. We must be wary."

"Pish-posh," said Jakobe. "The passage to Thistle Ridge couldn't be safer. Made the trip a dozen times at least." Collin furrowed his brow at this, and looking around he saw his companions placed little trust in Jakobe's words as well.

"Wasn't this the fellow telling us the Downwood was filled with dangers?" whispered Filch, but Maginos motioned for him to be silent. And so they travelled onward, their eyes quickly adjusting to the dimness, and before long they saw a flickering light up ahead.

"Candlelight," hissed Neré. The tunnel widened slightly and opened into a small cavern that exited to the north. The cave looked lived-in in a pleasant sort of way, but four swarthy rats were ransacking the place!

"Oy, who's that?" called a rat dressed in a dirty red cap of gnomish design, and his companions jerked their heads up.

"Hey, they's got a nut," said a rat, smiling dumbly.

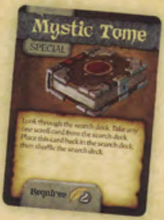
"A real beaut too," said another.

The rat with the cap flashed a nasty, toothy grin and drew a sword. "Get 'em boys!" he cried.

3 **Special Rule:** Each of these rats will move toward and attempt to attack the mouse with the nut. They will even pass through or leave spaces with other mice, preferring to move toward the mouse with the nut. When choosing targets to attack, they will choose to attack the mouse with the nut if possible.

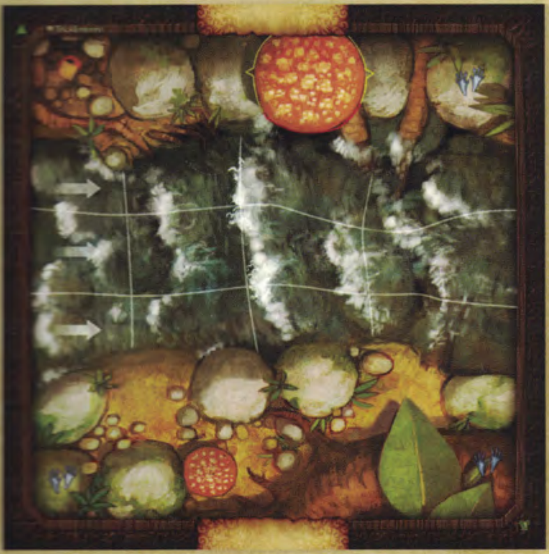
4 **Special Rule: Story Achievement:** If the mice defeat the rats in this room, add the red gnome hat story achievement token to the party stash. Then advance the chapter end marker 1 page space on the chapter track. *Note: Gnome hats are valued highly by gnomes. You can bet that if you find a gnome hat, there's a gnome out there looking for it.*

5 **Special Search:** Mystic Tome. *(Note: This item allows you to search for a scroll card of your choice.)*



6 **Special Surge:** Molox.

Tricklemoore



Whole tile:

1

2

3

1 **Story Moment:** When the mice explore Tricklemoore, choose a player to read the following aloud.

The wide forest stream rumbled ferociously, and Neré watched a fallen leaf race down the swift waters. "It is far too dangerous," she said.

"Agreed," said Maginos. "Not worth the risk."

"Psh!" dismissed Jakobe. "On with you now! Or do you not want to make Headfall before I retire?" The mice looked at each other nervously.

"I don't like this," Lily whispered.

Reveal an encounter card as usual. Make sure to check for any special encounter conditions on the card.

2 **Special Rule: Story Achievement:** If the mice spy the Woody Nobbles at midnight, add the Woody Nobbles story achievement token to the party stash. Then advance the chapter end marker 1 page space on the chapter track. *Note: Woody Nobbles are a rare sight. Legend has it, they enjoy music.*

3 **Special Rule: Exploring:** Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the water as the exploring mouse.

Nightfall: If the mice encounter this tile during nightfall, choose a player to read the following aloud:

The wide forest stream rumbled ferociously in the darkness, and Neré shook her head at the thought of crossing it.

"We must stop and rest," declared Maginos. "This would be a fearsome crossing in the daylight, but in the darkness we cannot even see the other side. The party quickly began to make camp – all except Jakobe. The gecko faded into the night as he began to probe the stream for a place to ford.

Collin stretched his aching back and said, "It's your turn to carry the Barksburg Nut, Filch."

"No thanks," said Filch as he stretched out by a gnarled root. Collin was about to get cross when a rustling noise from the forest distracted him.

"What the–" started Tilda, but she fell silent. The ground of the forest began to come alive. Clumps of grass twitched and moved, small rocks began to rise from the ground, and an eerie giggling arose. The party stood paralyzed with fear as tiny shapes emerged from the ground and thickets. They resembled human children in shape, though they were half the size of the mice. Their skins were cracked, brown and knobby as if they were made of wood, and they toddled forward as if walking for the first time. As eerie as their giggling was, there was no mistaking the happy look on the tiny creatures' faces.

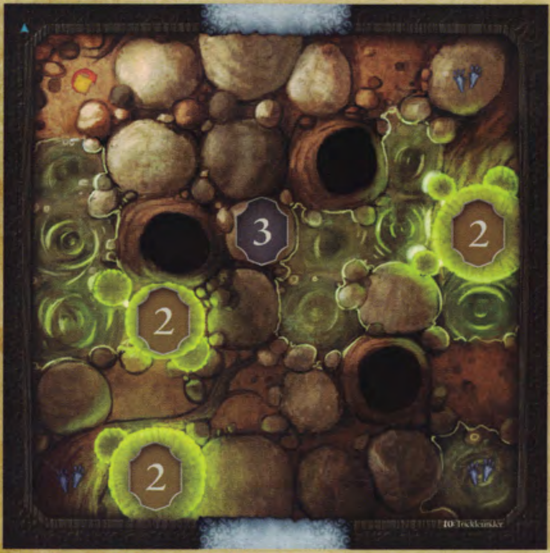
"The Woody Nobbles," said Jakobe who was suddenly behind them, wiping a blade clean with

a rag. "Don't worry. They're harmless. As far as I know."

The nobbles encircled the party and seemed to dance around them, their giggling taking on a song-like quality.

"Bless ma whiskers," breathed Nez. "It's magic, this is." And with that the nobbles gave a cry and fell back into the mossy earth where they seemed to melt away, leaving no trace they were ever there.

Trickleunder



Whole tile: 1

1 Story Moment: When the mice explore Trickleunder, choose a player to read the following aloud:

Jakobe called it the Underwood. "It's a network of tunnels, caverns, and burrows," he said as they hiked. "It all runs for miles underground and provides excellent shelter from the forest above. Definitely no owls down here," he assured them with a grin.

"I don't even want to imagine what might be down here with us," whimpered Lily.

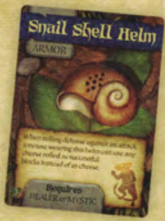
"We should be passing under the Tricklemoore soon," he said. The tunnel opened up and they all gasped at the phosphorescent wonders that lay before them. Glowing moss and mushrooms pulsed with an inner light, and beautiful stalactites of limestone hung down from the ceiling, trickles of water drip-dripping from their tips. The cavern was wet and the floor slippery beneath their paws, but none could deny the ancient beauty of the place… until the sound of Lily's bowstring being pulled taut reminded them they were in the wilds.

"What is it?" whispered Collin.

"Marauders," she hissed back.

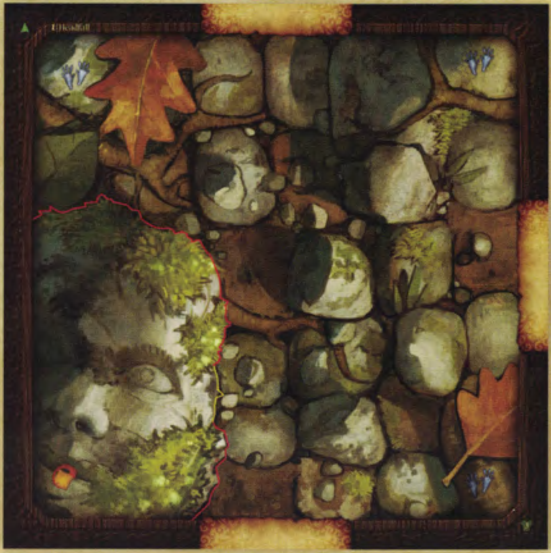
Then reveal an encounter card as usual.

2 Special Rule: Bouncing Mushrooms: Instead of a normal move, a mouse that begins its move on a mushroom, can bounce. Place the mouse on any other mushroom on this tile. This replaces, the mouse's normal move.



3 Special Search: Snail Helm. *(Note: This is armor that a healer or mystic can wear.)*

Headfall



Whole tile: 1

1 Story Moment: When the mice explore Headfall, choose a player to read the following aloud:

They arrived at a clearing in the forest and Jakobe called for a rest. Tilda handed off the Barksburg Nut to Collin. She had never complained during her rotation, but it was clear the weight of it had left the older mouse exhausted. Nez and Maginos looked exhausted too, and Collin wondered how many adventures his older companions had in them. Maginos was especially ancient, but the mystic noticed Collin's gaze and arched an eyebrow as if guessing what the prince was thinking. Leaning on his staff, he walked over.

"If you will avert your gaze from me to yonder rock, you may notice something worth seeing," said Maginos. All Collin saw in the distance was a large boulder covered in ancient moss. It did have an odd shape though, and it slowly dawned on Collin that he was staring at a gigantic stone head. Now that he saw it true, he

realized it was the head of some ancient statue, fallen from its proper place countless centuries ago--now resting on the ground, its face staring up at the sunlight that shone down on it from above.

"Headfall," Collin said, his voice filled with awe, and his companions stopped what they were doing to look.

"Simply beautiful," Lily said.

"I didn't expect its name to be so… literal," said Filch with a shrug. In the distance, a battle horn tore through the woodland serenity.

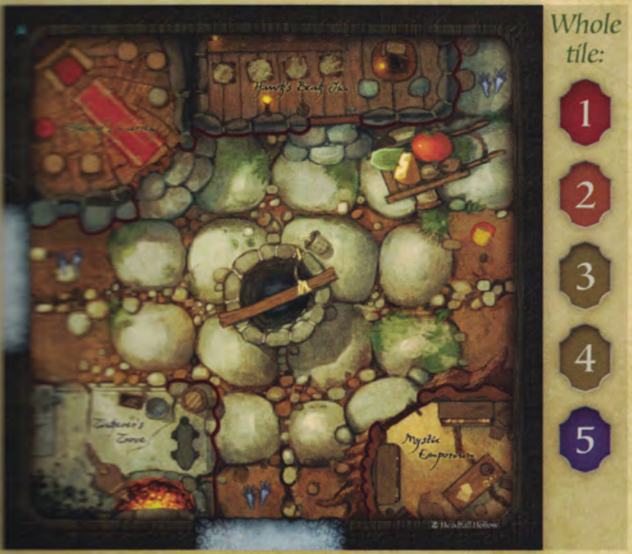
Lily pointed at the head, her keen eyes picking something out. "There are armed soldiers on top of the head!" she shouted. "They're firing into the woods. They must be under attack!"

"Quickly!" said Collin as he unsheathed his sword. "We shall answer the call!"

Then reveal an encounter card as usual.

Nightfall: If it is nightfall when the mice explore Headfall, in addition to any minions, also place the Olga the Owl token on the tile normally, and follow all the rules for Olga the Owl found on page viii of this story book.

Headfall Hollow



Story Moment: When the mice would first explore Headfall Hollow, before moving onto the tile, choose a player to read the following aloud:

A burly dwarf hamster barred entry to Headfall Hollow and proudly stroked his whiskers. "You are strangers to this region," it said slowly. "What business have ye in Headfall Hollow?"

"They're with me," said Jakobe and made to pass the hamster, but the guard shoved him back with the others.

"Strangers all," stated the hamster.

Maginos made a show of hobbling forward with his staff and said, "My good hamster. We are but weary travelers here on personal business with Sheriff McReedy. Your pride in your work is commendable, but our errand is urgent. Pray, let us pass with all haste for the sheriff awaits the news we bear."

The hamster snorted at this. "He has not deigned to tell me he is expecting company, and I shall not allow unannounced guests to interrupt him."

"This place used to be friendlier," griped Jakobe.

The hamster took a deep breath to offer another rebuke, but his eyes fell upon the Barksburg Nut. "That is quite an acorn," he said in awe. ""A golden marvel to be sure. My apologies. Ye may pass. Please head to the sheriff toot sweet."

Once inside the town, the mice strode down the main thoroughfare with Jakobe at the lead. Bright sunlight shone down from the ancient stone head's eyes, but it cast long shadows everywhere, something Filch noted with approval. It was a busy settlement, with the bustle of commerce spreading all along the street. Barkers announced fantastic prices, and business owners haggled with their customers at every stand and cart. Exotic food smells wafted along the air, and music and merry-making poured from the doorways of taverns and inns.

A large grin spread across Nez's face as he heard the familiar tink-tink of a local smith. "It's a wholesome sound, that," he said. "The heavens know I've missed it."

"I like this place," said Collin, but then he saw a trio of rats pass by.

"Can't be too nice a place," grumbled Filch.

"Keep calm," replied the prince. "I'm sure it's fine." He felt a gentle tugging at his cape, and he turned to see a wee female rodent. She pulled her hood back from her pointy shrew snout and smiled.

"Pardon the intrusion kind sir," she said in a thin, aged voice. "I'm but a poor traveler, ambushed and robbed on my way home. Might I bother you for a few morsels of cheese?" Collin smiled warmly at her.

"You may dear lady," he replied, and set the Barksburg Nut gently on the ground.

"Psh," Filch scoffed. "She'll have none of my cheese," he said.

"Oh do show some charity you scamp," grouched Tilda. Collin reached into his pack, but was suddenly knocked down as a large rat staggered out of a nearby tavern and let loose with a smelly belch. Other ratty tavern goers exited with him, howling a bawdy song. By the time the commotion ended, the shrew was gone.

And so was the Barksburg Nut.

"Thievery! 'Ol Filch was right!" bellowed Nez. Then he looked about and asked, "Filch?"

"I've got her!" screamed Filch as he ran down the street, already a yard away from everyone else.

"Good heavens, he certainly can move fast," remarked Tilda.

"No scamp likes gettin' out-scamped," observed Nez, and with that the party took off after Filch. The shrew was running at a champion pace, her elderly disguise left in the dirt.

"No… one… out… scamps… me!" gasped Filch as he chased after her. He leapt over a cart, grabbing a blackberry from it as he went. The cart's owner screamed aloud in shock and anger, but Filch took aim and sent the berry flying through the air – and splat! It exploded over the shrew's head and she and the acorn went down.

But the shrew was back on her feet by the time the party reached her, and this time she was not alone. A weasel with a cruel smile stepped out from behind the shadow of a flower stand, and the two of them drew weapons.

"Time to get messy," panted Nez, and he pulled his hammer free.

2 **Special Setup:** Do not reveal an encounter card. Instead, place the Ditty figure on any space adjacent to the well. This figure will represent the Cute Scoundrel. Place the stolen nut token under her. Also place a weasel on any space adjacent to Cute Scoundrel to act as her bodyguard. Now add the Cute Scoundrel and weasel initiative cards to the initiative track as usual.

3 **Special Rule:** On her turn, when the Cute Scoundrel moves, she moves away from the mice if possible before making a ranged attack.

4 **Special Rule: Defeating Cute Scoundrel:** If the mice defeat the Cute Scoundrel, the chapter ends immediately. Choose a player to read the following aloud:

The Cute Scoundrel was a wily combatant. Each time a mouse would grab for her, she either twisted out of their grasp or her weasel intervened, knocking the mice around like toys. Occasionally a rat would join the fray, but that was really just because rats are louts. The fight finally came to an end when Filch stepped on the scoundrel's cape, tripping her. Nez held off the weasel so Collin could confront the shrew face to face, but she never looked him in the eyes. "Aw nuts," she said looking at something over Collin's shoulder, and she dropped her weapons with a heavy sigh.

The mice turned to face a small unit of guards that surrounded them. It was a ragtag collection of furry forest critters, but they were all well-armed and armored .

"I don't know where you lot come from," stated the captain of the guard, "but here in Headfall Hollow we don't care for our streets being disrupted by quarreling. Fighting is strictly prohibited. You will each pay a fine of ten cheese or spend a week sulking in our –" but the captain was cut short as a guardsman whispered in his ear. "What's that?" he asked. "A nut?" And the captain's eyes fell on the Barksburg Nut. "Sweet beetle bottoms!" he exclaimed. "We must get you to the sheriff at once!"

The mice are victorious! See details in this chapter's campaign special rule.

5 **Special Surge:** If a Surge happens on the Headfall Hollow tile, the Cute Scoundrel grabs the nut and escapes the settlement. Choose a player to read the following aloud:

Their worst fears came true as the Cute Scoundrel seized the Barksburg Nut and took off at a feverish pace.

"Stop that shrew!" cried Neré. The mice chased the scoundrel down the street, bumping into merchants, jarring trade workers, and flustering those window shoppers who did not clear out of their way.

"Sorry!" Nez called back to a lady field mouse he sent flying into a mud puddle. Ahead of them the scoundrel scampered under the legs of a riding rabbit tied to a hitch outside an inn. The startled beast reared up, kicking over a farmer's cart. The party stumbled and staggered over apple chunks, carrot nubs, and other treats.

"This way!" shouted Filch turning into an alley. "I saw her duck this way!" But when the mice entered the alley they found it ended in a metal gate, and the shrew was nowhere to be seen.

"Gone without a trace," said Tilda as she gasped for air.

"Not entirely," said Maginos, pointing his staff to a torn scrap of cloth atop the fence. "She was just too quick for us." When the party turned back to the street, a scowling unit of guards awaited them. The street itself was in chaos – merchandise was scattered on the ground, jostled townsfolk were dusting themselves off, muttering angrily, an elderly mouse fumed in a mud puddle, and a frightened rabbit was trying to climb up the side of the inn to escape.

"Please don't worry about us," said Filch with a wave of his hand. "We're fine." Nez glared at him.

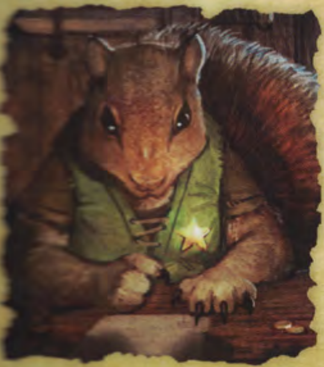
"Fighting," the captain of the guard said through gritted teeth, "is strictly forbidden. You lot are going to the sheriff."

This chapter has ended in neither victory nor defeat!

Campaign Special Rule

If you are playing this chapter as part of a campaign, the mice can keep any cheese acquired during this chapter. In addition, the mice can sell their extra search cards to Danderfur for 1 cheese apiece. The mice can use this cheese to various benefits in Headfall Hollow in one of the next chapters. A mouse cannot carry over more than 6 cheese in this manner.

If the Cute Scoundrel escapes with the nut, you must proceed to chapter two-A after reading the story continues section. When you return the nut by beating chapter two-A, you can also declare victory for chapter one.



If the mice successfully deliver the nut to McReedy the sheriff, you can proceed to chapter two-B after reading the story continues section.

The Story Continues

Choose a player to read the following aloud:

"Where's that Jakobe gotten off to, eh?" snarled Nez as the guards brusquely pushed them through the streets, their paws bound together with twine.

"I suspect Mr. Jakobe looks after Mr. Jakobe," agreed Tilda. "But such is to be expected of a mercenary."

"He isn't a mercenary," Lily reminded them. "He is a guide. We can hardly blame him for scampering off as long as there is no ulterior motive." This seemed to settle it, and the party fell silent as the guards led them through the settlement.

The sheriff's warren was easily the largest structure in Headfall Hollow, though its makeshift nature made its two stories appear dangerously unstable. Wooden planks and twigs were held together by crude nails, twine, hardened tree sap, and who knows what else, and the building creaked audibly as if swaying in some unseen wind. The guards pushed the heroes through a large wooden door and up to a desk of crudely hewn wood.

Behind the desk sat McReedy, the largest squirrel any of them had seen.

"Someone's a big boy," whispered Filch before Neré elbowed his ribs. He was not wrong. Sherriff McReedy was in no shape to climb trees any longer, and would likely have been winded going up the stairs of his own warren. The squirrel looked down at them with a disapproving glare.

"Prisoners!" he barked. "And strangers no less. This be a good town, filled with good people. We don't need no lawbreakers here. Charges?"

"Disturbing the peace," said the captain.

"An' startin' fights boss," said a goon.

"An' quarrellin' too," said another, before the captain slapped them both into silence.

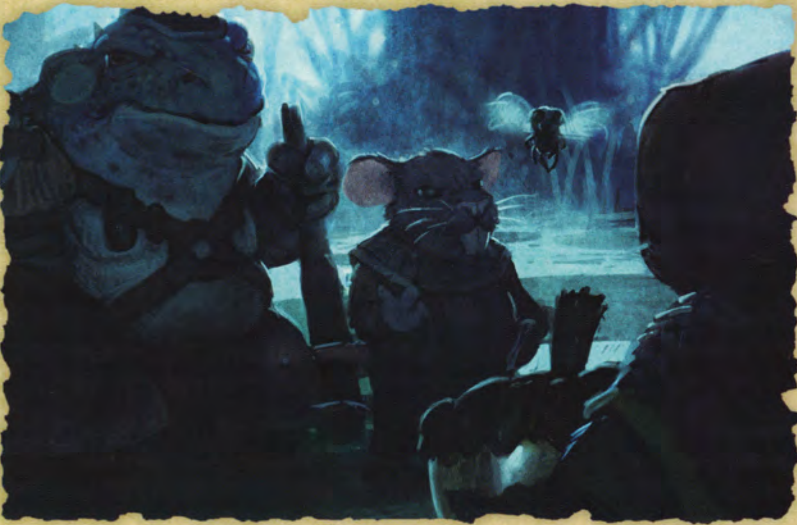
"Fightin' mice, eh?" mused McReedy, and he narrowed his beady eyes. "Travelers? Haven't seen a situation like this in ages. Maybe longer." He pointed down at the party and said, "Who among you can squeak of what happened today?"

Collin pushed forward and said, "We are travelers from Barksburg. Our town… our tree is dying. We carried with us the Barksburg Nut, the last great acorn of our tree. We sought the counsel of the sheriff of Headfall Hollow, known far and wide as an expert on nuts. We had hoped he might know of a similar tree to which we could move our peace-loving citizens." The sheriff smiled at this until he remembered he was supposed to be frowning. "Alas, when we arrived at this town," continued Collin, "Our nut was nabbed by a diminutive scoundrel."

Chapter Two-A:

Up the Creek

Choose a player to read the following aloud:



"We had no troubles holding onto it until we reached this charming town," grumbled Tilda.

"Why I haven't tasted a Barksburg nut in ages," mused McReedy, and the squirrel slammed a furry fist down on his desk. "You must get it back! I must... examine it."

"And how would you propose we do that, sir?" growled Maginos. "Every moment we dally here the thief gets further away."

"Exactly!" yelled McReedy. "Stop wasting everyone's time and get out there and find the nut! Such a treasure must be safeguarded. I generously agree to hold the Barksburg Nut here under my care where it can be properly studied. But I can't do that until it is recovered! Now get ye gone!" And with that the mice found themselves back out on the street.

"That didn't go well," muttered Filch. "I think our stolen nut just got claimed by another thief."

"The sheriff is a glutton," said Neré with disgust.

"Come on," said Collin, and he began walking toward an old inn that bore the ominous name of The Hawk's Beak. "I'm certain I saw Jakobe duck in here when the guards nabbed us."

"That filthy little gecko best not be thinkin' he's seen the last of us," spat Nez.

"Oh do be charitable," Lily pleaded. "He's just a hired hand in all this. Surely you can't begrudge him not wanting to get arrested on our behalf!"

They pushed open the creaky double doors to the common room of the inn, and a hush fell over the patrons gathered there.

"Now those're some angry looking mice," observed one customer before his friend shushed him. Jakobe stood at the bar, hunched over a clay cup of something frothy, looking very much like a gecko who hoped not to be noticed.

"Jakobe, ya coward!" raged Nez, but a rotund little she-mouse quickly scurried between the two.

"Welcome to the Hawk's Beak, strangers," she said. "I am Brie, the proprietress of this establishment. This is a decent inn, for decent people – we'll have no trouble here." But Tilda pushed past her and grabbed Jakobe by the arm.

"You set us up, didn't you?" the healer accused.

"Ahem. So sorry," Lily told Brie. "They're normally the loveliest people."

"I did nothing of the sort!" snorted Jakobe. "What I have actually done is lead you through the Downwood as I was paid to do. If you're fool enough to trust strangers in a strange town, then the failing is yours." Tilda let go of the gecko, but she looked far from pleased. "The nut's gone, mate," Jakobe said to Collin. "You'll never catch her now. Probably took the trickle downstream."

"Ahem," said a strange voice from behind them. They turned to see a ruggedly handsome mouse whose poise suggested great confidence.

"Oh my," said Tilda.

"Mine too," agreed Lily.

"Do pardon the intrusion," said the mouse with a bow, "but I daresay mine ears caught wind of a tale of trickery and deceit."

"We've been robbed, yes," said Maginos.

"Never fear, sweet grandfather, for I am Ansel, at your service." And with that the mouse gave yet another bow, this one with even more flourish.

"We don't need service here mate," said Jakobe. "Unless you're looking to refill my drink, buzz off."

"Now, now," said Tilda brushing down her fur. "Let's not be hasty. I do apologize for their behavior, Mr. Ansel."

"Ansel, dear lady. And never you mind about the sour mood of your companions! Such is not surprising given their being mishandled by a common criminal. But never fear! Whenever I learn of a crime against the weak and helpless, I immediately step in to assist."

"The weak and what?" sputtered Nez. Collin held his head and sighed.

Chapter Objectives

Chase down Cute Scoundrel and retrieve the Barksburg nut.

Victory Condition

The mice win at the end of any round if a mouse has the Barksburg Nut, and if there are no minions on the same tile.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have reclaimed the nut, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Ansel can now be chosen as one of the members of the party. Ditty the Shrew cannot be chosen for this chapter.

Note: If you are playing this chapter as part of a campaign, any mice used the previous chapter can break the normal campaign rules and keep all cheese they ended the previous chapter with (up to 6 cheese per mouse), in addition to the 1 search card. This cheese can be used in Headfall Hollow to prepare for the challenges ahead.

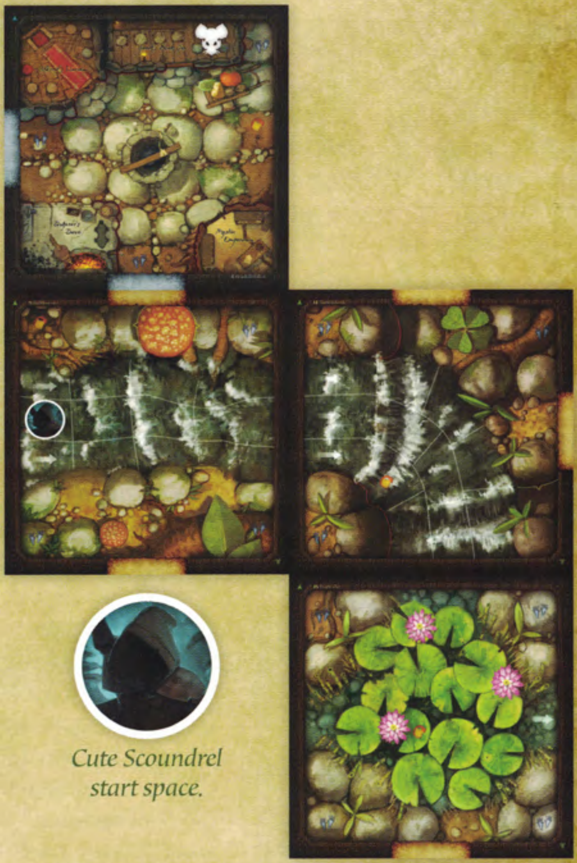
If you are not playing this chapter as part of a campaign, before starting, divide 6 cheese among the mice chosen to be in the party.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. The difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown below: Headfall Hollow, Tricklemoore, Tumbledown, and Frogwaller.



Cute Scoundrel start space.

Place the 4 mice being used in this chapter on the Hawk's Beak Inn space of Headfall Hollow. Also place the Ditty the Shrew figure and the nut token on a leaf on the water space indicated on Tricklemoore to represent the Cute Scoundrel's progress making away with the precious Barksburg nut. Do not reveal an encounter card or place any minions at the start of this chapter. The mice can begin by dealing their cards plus the Cute Scoundrel card to the initiative track and taking their turns in Headfall Hollow, visiting the various shops to gear up before racing off to catch up with the Cute Scoundrel.

Important note: Until the mice are on the same tile as Cute Scoundrel, her initiative card only represents her trek through the Downwood and doesn't count as a minion.

Special Chapter Rules

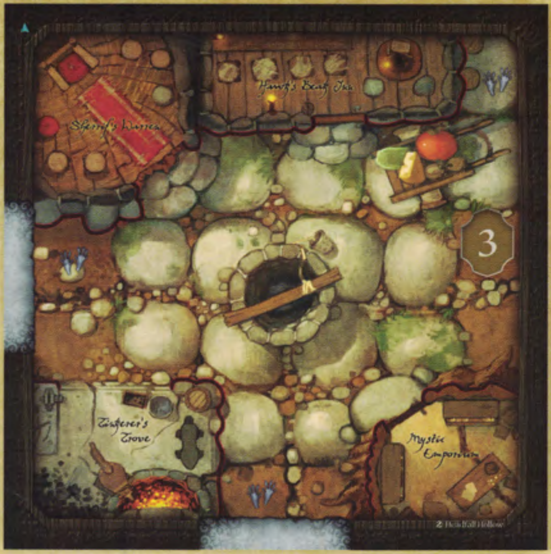
Chapter Start

This chapter does not start like other chapters. The mice start in Headfall Hollow. There are no minions to fight at first. The mice can linger in the settlement as long as they choose, but remember to add a cheese to the wheel at the end of each round with no minion cards on the board.

Chasing Cute Scoundrel

The Cute Scoundrel has taken the Barksburg Nut and fled Headfall Hollow. The mice need to catch up with her and get that nut back, but she has a head start. Cute Scoundrel and the nut token begin this chapter on a leaf boat on Tricklemoore. On her turn, roll a die to determine how far to move Cute Scoundrel downstream. You must move her leaf boat the full amount rolled, staying in the middle 'lane'. Until the mice catch up with her, Cute Scoundrel will not use her ability. Cute Scoundrel is trying to make it to Frogwaller using the waterways. If she makes it to Frogwaller before the mice, remove her figure and the nut token and leaf from the board and remove her card from the initiative track. The mice will have to try and find her in Frogwaller. That's froglodyte territory.

Headfall Hollow



Whole tile:

1

2

4

1 Special Rule: Shopping: If there are no minions on the Headfall Hollow tile, a mouse that ends its move on a Headfall Hollow building location can spend its action to shop or otherwise interact in that location. Any search cards purchased from a vendor are taken from the search deck. Shuffle the search deck after shopping:

Tinkerer's Trove

Horton Hamfist the hamster tinkerer has a few items up for grabs today, and he highly recommends a good teaspoon paddle "*Fer navigatin' the Trickle*":

- Teaspoon Paddle = 2 cheese
- Pine Needle Darts = 3 cheese
- Throwing Daggers = 2 cheese
- Coin Shield = 3 cheese
- Dinner fork = 2 cheese
- Clockwork grenade = 2 cheese
- Bedrolls = 2 cheese

Mystic Emporium

Danderfur the itchy flaky old collector will buy any search card for 1 cheese. He also has some items of interest for purchase for 2 cheese:

- Phoenix Rune
- Clover Rune
- Summon Spider Scroll
- Aspect of the Porcupine Scroll
- Teleport Scroll
- Red Gnome Hat
- Heal All Scroll

Hawk's Beak Inn

Brie the kindly rotund innkeeper has some advice to give for those who tip her:

- Choose any trick card from the search deck for a 1 cheese tip.

She also has these items for sale:

- Whiskerfroth Elixir = 2 cheese
- Wilderberry jam = 2 cheese
- Nut grass tincture = 2 cheese

Play the Dice Game

To play the dice game against one of the locals, the mouse must first bet from 1-3 cheese from its stash. Roll 4 Action Dice for your mouse. You may choose to re-roll up to a number of dice equal to your lore but must keep the second result. Count up the number of ✸ rolled. Now roll 5 action dice for the local and count the number of ✸ rolled.

If you roll more ✸ than the local: You win. Keep the cheese you bet, plus collect a number of cheese equal to your bet.

If the local rolls the same number of ✸ as you: Place the cheese you bet in the general supply
If the local rolls more ✸ than you: Place the cheese you bet on the minion cheese wheel.

For Hire

If Jakobe has not been chosen to be a member of your party, you can hire him at the Inn as an ally for 3 cheese. Follow all the rules for having more than 4 in your party as outlined in The Fifth Wheel section on page ii of this story book. Remember that adding an ally to your party can lower the challenge level of the chapter. Unlike other allies, when Jakobe is hired, he stays in your party through the whole chapter, or until defeated.

2 Special Rule: Searches: Mice cannot search in Headfall Hollow.

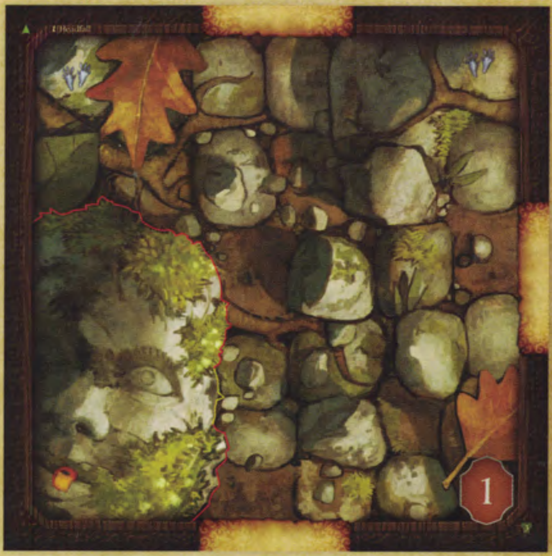
3 Special Rule: Leaving Headfall Hollow: The mice must use the flip space in order to leave Headfall Hollow.

4 Special Surge: Street Fight: 3 rowdy rat warriors.

Trickleunder/Echo Cavern/Tadpool

1 Special Rule: The Trickleunder, Echo Cavern, and Tadpool sides cannot be explored in this chapter.

Headfall



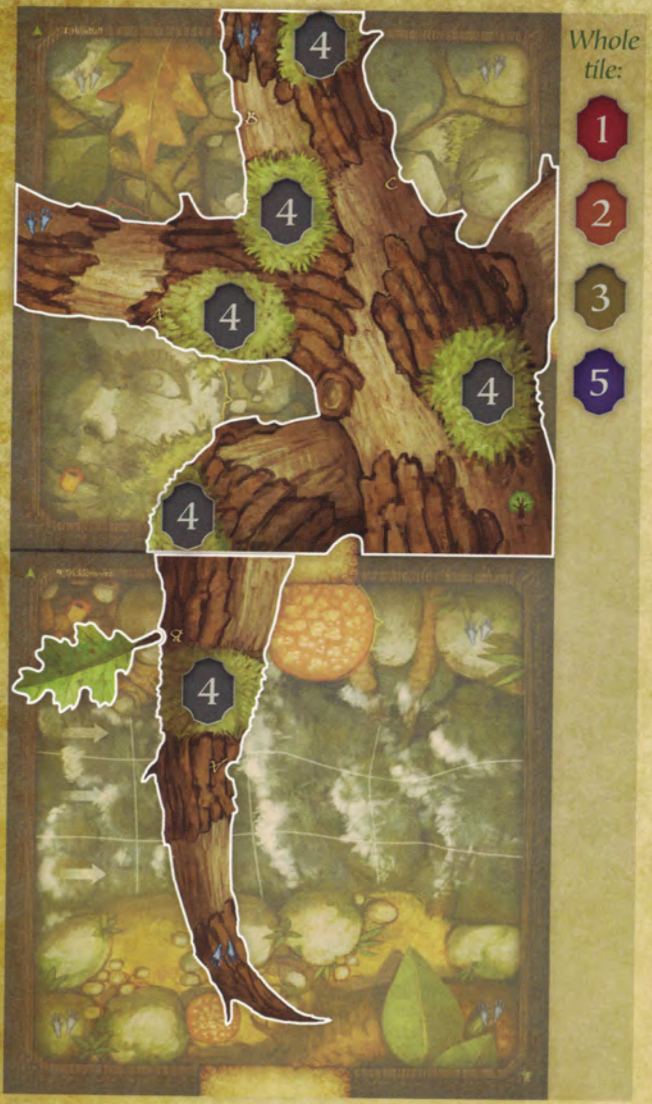
Whole tile: ○

1 Special Setup: Tree Climbing Space: Place the tree climb token on this space, so that it blocks out the minion entry symbol. Then reveal an encounter card as usual.

○ Nightfall: If it is nightfall when the mice explore this tile, they can attempt to sneak by the minions on this tile and make a hasty exit up the tree. If the mice choose to sneak, the minions will not move and attack on their turn unless they are attacked or alerted to your party's presence. If you roll a 1 when rolling for a mouse's movement, your mouse has stepped on a twig and alerted the minions! That mouse turn ends.

Immediately move and attack with the minions belonging to the minion card highest on the initiative track. This does not count as their normal turn this round. Then return to initiative order and proceed with play normally. On any other result, the mouse sneaks quietly and the minions remain unaware. All mice must gather on the tree climb space before any mouse can use an explore action to leave this tile. If the mice successfully exit the tile without alerting the minions, remove the minions from the board and their card(s) from the initiative track.

Tree and Branch Overlay



1 Story Moment: When the mice explore the tree overlay, do not reveal an encounter card as usual. Instead choose a player to read the following aloud:

The mice used their tiny claws to easily scamper up the rough bark of the giant tree. Far below them the forest floor stretched out like a leafy blanket, and all around were the exotic sounds and smells of the Downwood. But there was an unfamiliar noise.

"Someone's ahead," said Collin.

"Human by the sound of it," observed Filch.

"Up in a tree? Come off it," laughed Nez. Yet there was no mistaking what sounded like someone speaking to themselves from a neighboring branch. The voice was masculine, but fraught with concern. And so the party crept closer and came upon a strange creature. He looked like a human, but was little larger than the mice. His beard was the color of clay, and his head was bald and spotted. His clothing was crudely stitched together, and bore a number of stains. He sat upon a branch weeping to himself.

"Curses upon me today! Many a curse I say, I say!"

"Gnome," whispered Jakobe. "Make no move until we can see his thumbs."

"Thumbs?" asked Tilda. The gnome must have heard her for he jumped in fright, and drew a little dagger that he held out before him. Both of his thumbs were as green as grass. Jakobe breathed a sigh of relief.

"We mean you no harm!" said Collin, holding up both hands for the gnome to see. "We heard your weeping and worried someone was in trouble." The gnome smiled at this, and he quickly sheathed his dagger.

"You're a friend I comprehend?" he asked. "Do you know my source of woe?"

"I'm afraid we do not, little gnome," said Neré.

"I'm looking for that 'twas stolen by rat," said the gnome, pointing at his shiny crown.

"Why does he speak in rhyme?" asked Lily.

"Two types of gnomes out here," Jakobe replied. "The ones that speak in rhyme that have green thumbs, and the ones that speak in riddle with brown thumbs. The ones with brown thumbs are a nasty bit of business. These green fellows are quite agreeable, but they do tend to get picked on a lot."

Ansel puffed up his chest at this, and said, "Victims of bullying, eh? Then we must do what we can to help."

2 Special Setup: When the mice explore the tree overlay, instead of revealing an encounter card place the branch overlay as shown so that it crosses over the Tricklemoore tile. Add 1 leaf to the stem of the branch overlay marked B. Do not add any minions to the board and continue with initiative order. The leaf is the only obvious exit. Note that if the players have 5 members in their party from hiring Jakobe, they will need to use The Fifth Wheel rules found on page ii of this story book. Note that even though there are no minions, lingering in one place too long can be dangerous. The mice should head for the leaf.

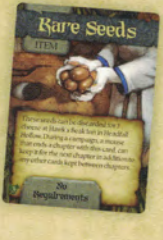
3 Special Rule: The Bald Gnome: If you have a gnome hat in your party stash (*found in chapter one or purchased at the Mystic Emporium in Headfall Hollow*), the players may give that hat to the gnome now. Discard the gnome hat story achievement token.

The gnome is filled with gratitude, and promptly takes his leave after bowing deeply.

Advance the chapter end marker 1 page space on the chapter track. If you have a wild character in your party, the gnome shares some useful information. Give that character the gnome grow ability card for free! If you do not have a wild character in your party, add the gnome grow ability card to the ability deck. It may now be chosen using a level up action.

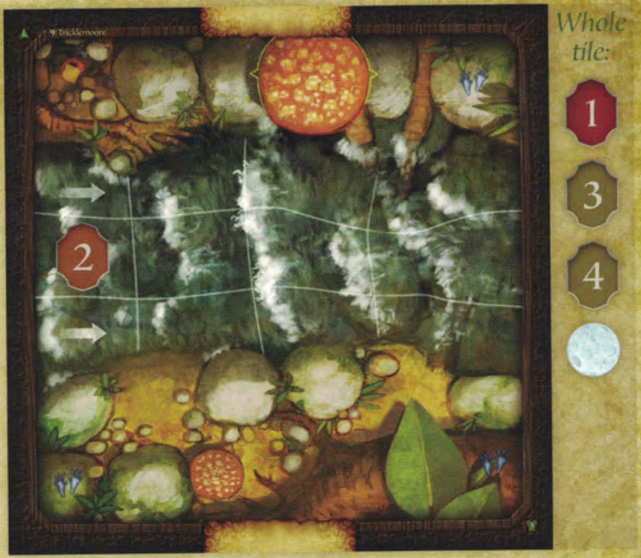
If the mice do not have a gnome hat: The disappointed gnome wanders away. Add 1 cheese to the minion wheel and continue.

4 Special Search: Rare Seeds. (*Note: These are valuble during future trips to Headfall Hollow.*)



5 Special Surge: Spider.

Tricklemoore



1 Story Moment: When the mice explore Tricklemoore, do not reveal an encounter card as usual. Instead choose a player to read the following aloud:

The river rushed by as the Cute Scoundrel pulled back her hood, her large, expressive eyes peering anxiously into the gloom. "Hurry, Lutz!" she hissed, and soon the weasel appeared, carrying the nut upon his back. "I need to go downstream. Help me find a suitable leaf." The weasel looked worried. "Don't fret Lutz," the shrew said, patting him on the snout. "I'll be fine. You can catch up to me when you're able."

The two rooted around in the underbrush together, and soon produced a fine green leaf that would float. The Cute Scoundrel dragged it to the water's edge, and climbed aboard. Lutz handed her the nut and the teaspoon she would use as an oar.

"I'll see you soon," she promised; and her friend pushed the leaf into the water, then turned, and scampered into the forest.

Minutes later, Collin and his companions stood at the same bank along on the Tricklemoore. Lily knelt in the mud. "The shrew came this way," she said. "It looks like she dragged a boat down this way... no, no, something lighter. A leaf perhaps? And look!" She pointed at another set of tracks. "I'd say her weasel friend was with her."

Then reveal an encounter card as usual.

2 Special Setup: Place a leaf token on the middle water space on the west end of Tricklmoore. Remember that empty leaves in the water drift straight downstream 1 space (*2 if it's raining*) at the end of each round. If this leaf drifts unmanned off the edge, remove it from play.

3 Special Rule: Catching the Cute Scoundrel: If the mice enter the Tricklemoore while Cute Scoundrel is on this tile, on her turn, she will continue to move downstream on her leaf boat, in an attempt to escape. If possible, she will use her ranged attack and ability if she ends her move and is still on Tricklemoore. If the mice can defeat her, they can obtain the nut from her leaf boat, which will continue drifting downstream following the rules for leaves in the water listed on page iv of this story book.

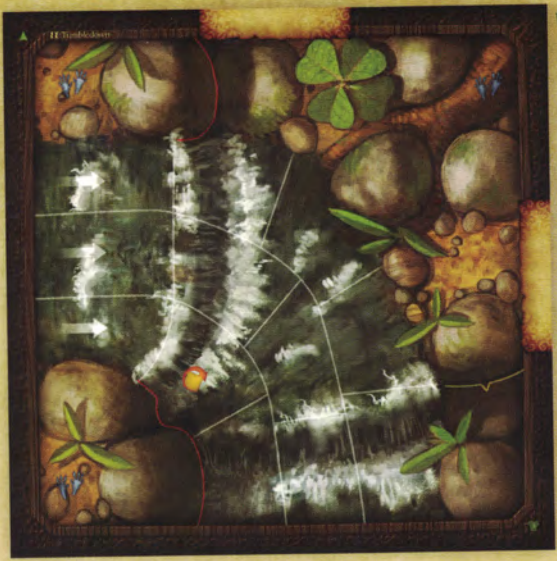
4 Special Rule: Leaving Tricklemoore by Water: Tricklemoore, and the next tile Tumbledown, are connected by water. The mice can only move off of Tricklemoore by way of water. Place the mouse (*or mice if they are all on a leaf boat*) on the next available water space on Tumbledown. When the first mouse crosses over to Tumbledown in this fashion, reveal a new encounter card and place new minions as if that mouse had used an explore action into Tumbledown. Any other mice still on Tricklemoore, can now use the water normally to cross over to Tumbledown.

Unless it's nightfall, on their turns, any minions on Tricklemoore will use their movement to follow the mice onto the next tile also using the waterway.

When a mouse or minion enters a new tile by way of water, its turn ends.

Nightfall: If it is nightfall when the mice leave the Tricklemoore, any minions left will not follow the mice onto Tumbledown. Remove all minions from Tricklemore when all the mice have left this tile.

Tumbledown



Whole tile:

1 Special Setup: Froglodyte Sentries: Instead of revealing an encounter card, place 2 froglodyte warriors normally.

2 Story Moment: When the mice explore Tumbledown, choose a player to read the following aloud:

They took turns paddling the leaf, doing their best to avoid inconvenient rocks or low hanging vegetation. Lily kept her keen eyes to the fore, and soon she swore she could see someone else on the river, far ahead of them.

"I rather enjoy a good boat ride," reminisced old Maginos. "It reminds of me when I was a boy."

"You were a boy?" scoffed Filch.

"Yes Filch, thank you. I was at one time a boy. Anyway, my old pap and me would go riding along... I say. What's that noise?"

In the distance there was a steady rumbling that drew closer as they rushed along the river.

"That," said Jakobe, "would be the Tumbledown. Hold on to the sides of the leaf everyone! Things are about to get interesting!"

3 Special Rule: Dangerous Water: If a mouse ends its turn on any of the water spaces on this tile, in addition to drifting downstream, roll a die. if you roll a ✸ that mouse receives 1 unblockable wound. A mouse on a turtle or leaf is not harmed by the dangerous water.

4 Special Rule: Leaving Tumbledown by Water: Tumbledown, and the next tile Frogwaller, are connected by water. The mice can only move off of Tumbledown by way of water. Place the mouse (*or mice if they are all on a leaf boat*) on the next available water space on Frogwaller. When the first mouse crosses over to Frogwaller in this fashion, go to the special setup for Frogwaller. Any other mice still on Tumbledown can now use the water normally to cross over to Frogwaller.

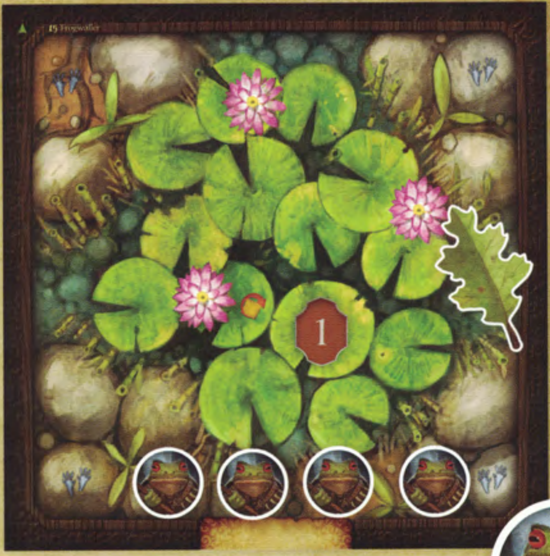
On their turns, any minions on Tumbledown will follow the mice onto the next tile also using the waterway.

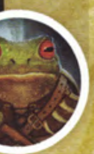
When a mouse or minion enters a new tile by way of water, its turn ends.

5 Special Rule: Catching up with Cute Scoundrel: If the mice enter Tumbledown while Cute Scoundrel is on this tile, on her turn, she will continue to move downstream on her leaf boat in an attempt to escape. If possible, she will use her ranged attack and her ability if she ends her move and is still on Tumbledown. If the mice can defeat her, they can obtain the nut from her leaf boat, which will continue drifting downstream following the rules for leaves in the water listed on page iv of this story book.

Nightfall: If it is nightfall when the mice leave the Tumbledown, any minions left will not follow the mice onto Frogwaller. Remove all minions from Tricklemore when all the mice have left this tile.

Frogwaller





Froglodyte start spaces.

1 Special Setup: When the mice arrive in Frogwaller, do not reveal an encounter card. Instead, place Malodor, a bullfroglodyte, and Cute Scoundrel on this space. Place the nut token under Malodor. Place three critter citizen tokens under the bullfroglodyte to represent the shrew captives. Also place 4 froglodytes as indicated. Place a leaf token on the indicated water exit.

2 Story Moment: After completing the special setup for this tile, choose a player to read the following aloud:

The leaf drifted along the dying current, turning in lazy circles. Tilda clung to the leaf, and Ansel clung to Tilda, their faces awash with terror. Lily and Jakobe were laughing triumphantly despite how soaked they were, but Collin and Maginos were too busy checking the party's supplies, making sure nothing was missing.

"Filch? Nez? How are you two doing back there?" asked Collin. The only response was the sound of the scamp and tinkerer getting sick into the river.

Time passed, and soon the Trickle widened into a still pond whose serene surface was covered in vibrant green lily pads, and whose banks were choked with reeds and pink flowers. Their leaf came to a halt alongside some lily pads, and the party slowly disembarked. Spying from behind a lush pink flower, they saw the Cute Scoundrel. She stood on a pad and held the Barksburg Nut up before her in offering. She was speaking to a runt of a rat, who looked down upon her with a sneer.

Behind him was the largest froglodyte any of them had ever seen.

"Bullfroglodyte!" hissed Jakobe. The bullfroglodyte seemed indifferent to the conversation, but in one of its webbed hands it clutched the end of some twine that was wrapped tightly around three other shrews, their mouths bound with kerchiefs.

"Those poor dears!" whispered Tilda.

"Here is your ransom Malodor," said the Cute Scoundrel. "Now hand over my family like you promised!" If she was afraid, the little shrew kept it hidden. The rat laughed at this, and the little fly perched on his head buzzed its wings to keep from falling off.

"Listen to you!" said the rat. "My dear Ditty, I applaud your courage. And yes, this nut looks like it just might be a suitable ransom." With that the rodent scooped up the nut and examined it. "Yes, I daresay the boss is going to like this one. It's best I get back at once."

Malodor turned away, and Ditty called out, "And my family?"

Malodor looked back at her and grinned. "You know how froglodytes love their violence. It might be dangerous for me to deny them their fun." And with that he gave a whistle, and from out of the mists that rose from the pond, came a multitude of froggy shapes and the sound of angry croaking.

3 Special Rule: Malodor: On his turn, Malodor will move with the nut toward the eastern leaf boat, even if he started his turn in a space with a mouse. If he is alone on the leaf boat at the start of his turn, he escapes with the nut. This will be an immediate loss for the mice. Malodor cannot be bribed in this chapter, but will attack normally if able.

4 Special Rule: Cute Scoundrel: The Cute Scoundrel wants only to protect her family. She is no longer considered a minion, and is friendly to the mice. Cute Scoundrel now becomes an ally (*see page ii of this story book for rules on controlling allies*). The players can now control her move and attacks. Because she is now an ally, her 'entourage' ability to call rats to her aid is no longer in effect. Minions will now attack Cute Scoundrel as if she were a mouse. Lutz is under orders, and will not attack Cute Scoundrel unless she attacks him first.

5 Special Rule: Bullfrog Escape: On its turn, the bullfroglodyte will move toward the flip space, even if he started his turn in a space with a mouse. If the bullfroglodyte ends its move on the flip space, it dives in the water with the shrew family captives. Remove the bullfroglodyte and the critter citizen tokens from the board and remove the bullfroglodyte card from the initiative track. If the mice defeat the bullfroglodyte before it can escape with the shrews, place the shrews in the party stash.

6 Special Surge: Lutz Arrives: Lutz will not attack Cute Scoundrel, and she will not attack Lutz. At the beginning of each Lutz turn, if there are still any froglodytes on the board, roll a die. If a ✷ is rolled, Lutz will move toward and attack the nearest froglodyte. On any other result, Lutz will move toward and attack the nearest mouse.

Campaign Special Rule

If you are playing this chapter as part of a campaign, and if the mice are victorious, they can keep any cheese acquired during this chapter. In addition, in the next chapter the mice can sell their extra search cards to Danderfur for 1 cheese apiece. The mice can use this cheese to various benefits in Headfall Hollow in one of the next chapters. A mouse cannot carry over more than 6 cheese in this manner.

Victory in this chapter converts the uncertain outcome of chapter one into a solid victory!

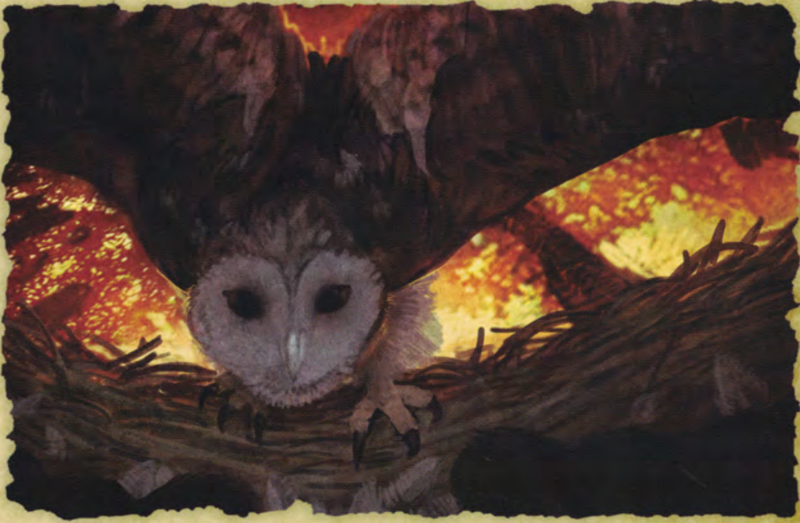
If the mice are victorious, but fail to rescue the shrews, you must proceed to chapter two-B, "The Taking of the Shrews".

If the mice are victorious, and also rescue the shrews, proceed to chapter three, "The Seers of Underwood".

Chapter Two-B:

The Taking of the Shrews

Choose a player to read the following aloud:



"You don't understand," squeaked the cute scoundrel. "I didn't have a choice." With her hood pulled down, the mice could properly make out her features. She was a young shrew, and though her eyes were moist with tears, she stood defiantly before the sheriff. "My family has been kidnapped, and that nut was supposed to buy their freedom!" McReedy chuckled at this.

"My dear Ditty," said the squirrel as if indulging a small child, "These are matters better left to local law enforcement. I can open an investigation immediately. I'll even put my best man on it." The sheriff slipped on his spectacles and began to observe the Barksburg Nut with great interest.

"You mean Malodor, don't you?" snarled Ditty, and the sheriff nodded absentmindedly, his hungry eyes never leaving the nut.

Thirty minutes later the heroes had joined Ditty at the Hawk's Beak Inn. "It's hard to begrudge a young'un tryin' to save her family," Nez said.

Collin nodded and said, "I know something about that."

The Hawk's Beak was a pleasant place run by a rotund little she-mouse named Brie, and the atmosphere was friendly. The party ordered drinks from a server while Ditty apologized to Brie.

"I'm sorry Brie," the shrew said. "But I can't perform tonight. That monster still has my family, and I can't wait around any longer."

"Oh my sweet girl!" Brie exclaimed. "Surely, you're not going alone?"

"What choice do I have?" Ditty asked. "They're my family. And McReedy's going to tell Malodor the first chance he gets, which means things are about to go from bad to worse."

Collin tightened his belt and began to shoulder his pack.

"No!" barked Filch. "We're worn out from a long journey. We can't go running off into the wild every time we hear some sob story."

"Who said anything about we?" snapped Collin. "Do what you want Filch."

"My bet is you shall be eaten alive," announced Ansel the warden. The mice turned to observe the tall, ruggedly handsome mouse who stood with his thumbs in his belt, furry chest puffed out.

"Oh please," Nez scoffed.

"If it is a rescue mission, you will need a true heart and bold steel at your side. Ansel at your service."

"A kind offer," said Maginos, "but we don't have the cheese to hire mercenaries."

"No cheese necessary grandfather," said Ansel with a wave of his hand. "Ansel goes where he is needed. He is ever leaping headlong into the fray, with a battlecry in his throat, and a singing sword in his paws."

"Idiocy," said Jakobe, appearing by Nez's side with in a drink in hand. "This is the Downwood. Better to sneak in with daggers and do a little wet-work."

"And how do we know you won't vanish again, like you did when the guards showed up?" demanded Nez.

Jakobe gazed disinterestedly at the ceiling. "You were paying me to guide you, not get arrested," he said.

Chapter Objectives

Enter into the frog realms and rescue Ditty's family.

Victory Condition

The mice win if they can get all three shrew captives free and off the board.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have rescued the shrews, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Either Ansel or Jakobe must be chosen, but the party cannot contain both. Ditty the Shrew also must be chosen as one of the mice for this chapter.

Note: Players should be aware that their choice between Ansel or Jakobe is important as they each have a different approach to accomplishing this mission.

Note: If you are playing this chapter as part of a campaign, any mice used the previous chapter can break the normal campaign rules and keep all cheese they ended the previous chapter with (up to 6 cheese per mouse), in addition to the 1 search card. This cheese can be used in Headfall Hollow to prepare for the challenges ahead.

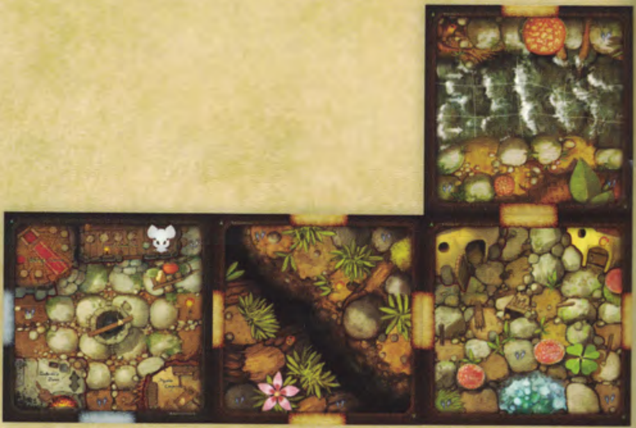
If you are not playing this chapter as part of a campaign, before starting, divide 6 cheese among the mice chosen to be in the party.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. The difficult encounter cards are not used in this chapter.

Room Tile Setup

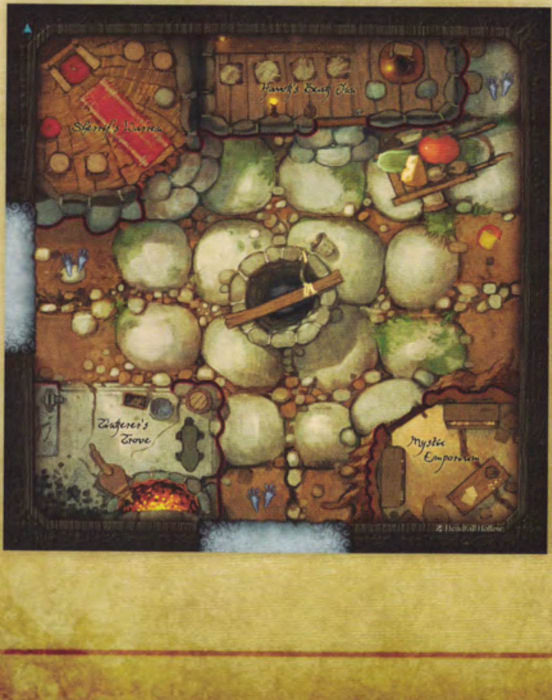
Place the following 4 tiles as shown below: Headfall Hollow, Brokenwood, Puddleby, Tricklemoore.



Place the 4 mice being used in this chapter on the Hawk's Beak Inn space of Headfall Hollow. Do not reveal an encounter card or place any minions at the start of this chapter. The mice can begin by dealing their cards to the initiative track and taking their turns in Headfall Hollow, visiting the various shops to gear up before venturing into frog territory.

Special Chapter Rules

Headfall Hollow



Whole tile:

1

2

3

1 Special Rule: Shopping: If there are no minions on the Headfall Hollow tile, a mouse that ends its move on a Headfall Hollow building location can spend its action to shop or otherwise interact in that location. Any search cards purchased from a vendor are taken from the search deck. Shuffle the search deck after shopping:

Tinkerer's Trove

Horton Hamfist the hamster tinkerer has a few items up for grabs today:

- Pea Shooter = 3 cheese
- Throwing Daggers = 2 cheese
- Bark Shield = 3 cheese
- Dinner fork = 2 cheese
- Clockwork grenade = 2 cheese
- Bedrolls = 2 cheese

Mystic Emporium

Danderfur the collector will buy any search card for 1 cheese. He also has some items of interest for purchase for 2 cheese:

- Phoenix Rune
- Summoning Rune
- Clover Rune
- Fungus Bits
- Aspect of the Porcupine Scroll
- Heal All Scroll

Hawk's Beak Inn

Brie the portly innkeeper has some advice to give for those who tip her:

- Choose any trick card from the search deck for a 1 cheese tip.

She also has these items for sale:

- Whiskerfroth Elixir = 2 cheese
- Wilderberry jam = 2 cheese
- Nut grass tincture = 2 cheese
- Turtle Whistle = 2 cheese

Play the Dice Game

To play the dice game against one of the locals, the mouse must first bet from 1-3 cheese from its stash. Roll 4 Action Dice for your mouse, you may choose to re-roll up to a number of dice equal to your lore but must keep the second result. Count up the number of ✸ rolled. Now roll 5 action dice for the local and count the number of ✸ rolled.

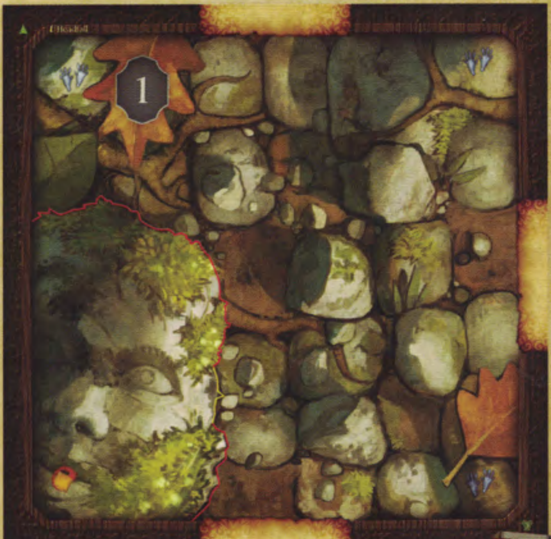
If you roll more ✸ than the local: You win. Keep the cheese you bet, plus collect a number of cheese equal to your bet.

If the local rolls the same number of ✸ as you: Place the cheese you bet in the general supply. If the local rolls more ✸ than you: Place the cheese you bet on the minion cheese wheel.

2 Special Rule: Searches: Mice cannot search in Headfall Hollow.

3 Special Surge: Street Fight: A belligerent weasel.

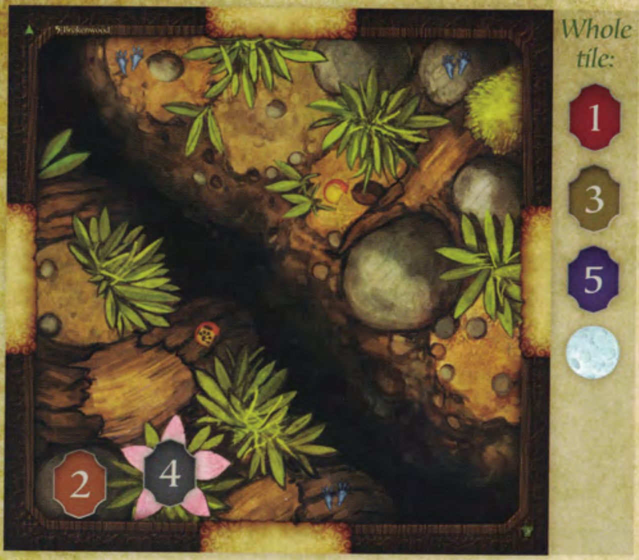
Headfall



Twig of Confusion
MAGIC
Requires
MYSTIC or HEALER

1 Special Search: Twig of Confusion. (*Note: This is a magical ranged weapon that can be used by mystics or healers.*)

Brokenwood



1 **Story Moment:** When the mice explore Brokenwood, choose a player to read one of the following aloud:

If the mice have Jakobe in their party:

"So how do we cross?" Ditty cast a doubtful glance at Jakobe. The party stood at the edge of a wide crevasse that cut across the forest floor like an open wound. Moss grew over the edges, and hung down in tufts of bright green. Peering down into the crevasse, Collin could only guess how deep it was, or how long it would take to find a route around it.

But Jakobe just smiled and said, "We're not going to cross it. Oh no my mices. We're going down."

If the mice have Ansel in their party:

"So how do we cross?" Ditty cast a doubtful glance at Ansel. The party stood at the edge of a wide crevasse that cut across the forest floor like an open wound. Moss grew over the edges, and hung down in tufts of bright green. Peering down into the crevasse, Collin could only guess how deep it was, or how long it would take to find a route around it.

But Ansel just smiled and pointed up at a tall tree that leaned across the crevasse, "Our way is up. I do hope everyone has packed lightly."

2 **Special Setup:** Instead of drawing an encounter card as usual, place 4 fearies normally. Also place a tree climb token in the indicated corner.

3 **Special Rule: Choices, Choices:** If the mice have Jakobe in their party they must use an explore action on either flip space (*Jakobe is wild so the mice can use the hidden flip space indicated by the gecko symbol*) to climb down into the underwood and attempt to sneak into Trickleunder through newt territory in Hot Below. If they instead have Ansel in their party, they must find a way to cross the chasm and fight their way outdoors to the secret entrance to the frog lands.

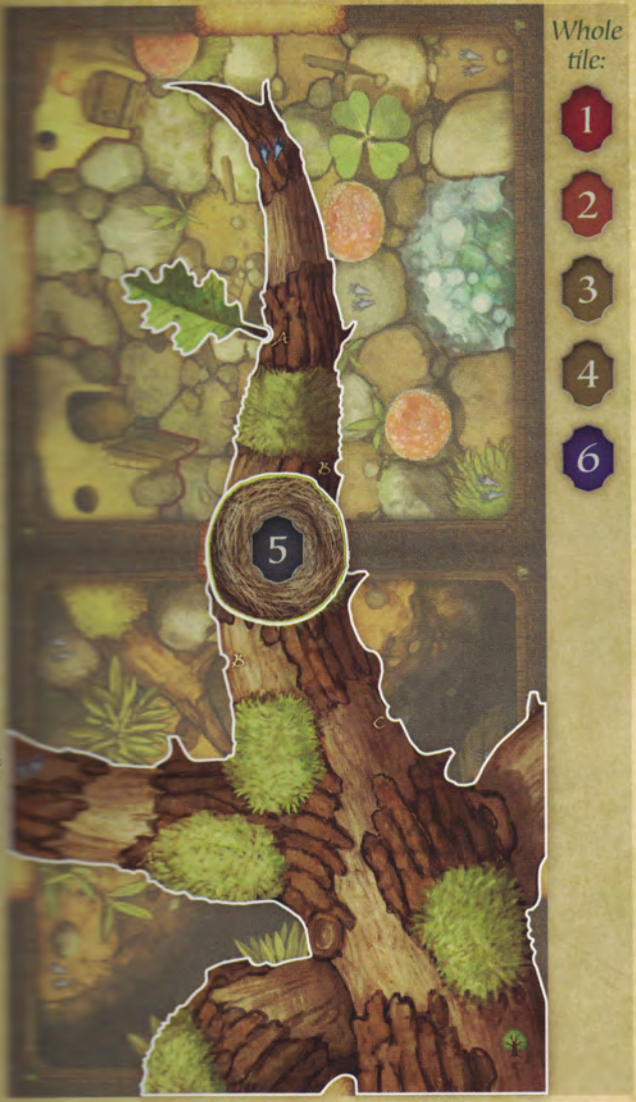
Nutgrass Tincture
ITEM
Requires

4 **Special Search:** Nutgrass Tincture. *(Note: This can be used to boost a wild or mystic's defense.)*

5 **Special Surge:** Cave centipede.
Place it on any space adjacent to the chasm and on the same side as the majority of mice.

Nightfall: If it is nightfall when the mice explore onto this tile, add an additional fearie to the tile when placing minions.

Tree and Branch Overlay



1 Story Moment: When the mice explore the tree overlay, choose a player to read the following aloud:

The mice made their way across the branch, step by cautious step.

"It is far too quiet," whispered Tilda. "Something is wrong." And soon there appeared a small structure twice their height made of small twigs and reeds, all woven together. Ansel held up a hand and motioned for everyone else to stay put. But to his annoyance, Collin scampered forward.

"We'll go together," the prince whispered. Together the two approached the strange structure, and began to scale it. Once they had ascended its twiggy, curving sides, they saw it was in fact a giant bowl, and Collin and Ansel stood on its rim looking down into it.

"How strange," said Collin. "Who on earth would make such a thing? And why?" As if in answer, a dark shadow passed over the bowl, and looking up they saw an enormous owl circling above them.

"My dear boy," said Ansel placing a paw on Collin's shoulder. "Are you so daft you do not recognize a bird's nest when you see one?"

"Apparently," Collin sighed.

2 Special Setup: Instead of revealing an encounter card, when the mice explore onto the tree overlay, also place the branch overlay so that it crosses over the Puddleby tile. Also place an empty nest on the spaces noted. Add 1 leaf to the stem of the branch overlay marked A. Do not place any minions. Place the Olga the Owl token on the nest, and continue playing.

3 Special Rule: Sneaking Across the Nest: The mice can see Olga patrolling the skies and guarding the nest. They are trying to sneak past the nest and escape by way of the leaf that is attached to the branch overlay. The nest is a special area bordered by a solid yellow line. It costs 3 move to climb into or out of the nest. While moving, follow all the rules for Olga the Owl found on page viii of this story book. The first time a mouse would receive a wound from Olga's unwanted attention, before placing that wound, choose a player to read the following aloud:

"Careful!" Ditty whispered as Maginos gingerly made his way down the opposite side of the nest. "You're stepping on weak twigs old-timer!" Maginos grimaced at being called old, but before he could retort, a twig gave way underneath his feet with a loud crack. The mystic clung to the side of the nest and the party waited anxiously. There was a sudden flurry of wings, an explosion of whipping wind, and the enormous owl landed upon the nest's edge, twigs crunching under its bulk.

"Hoooo dares to enter my nest?" it bellowed, towering over the trembling mice. "Are you egg thieves?" it demanded. "Have you returned for further felonious transgressions?" It spread its wings wide, and shook them menacingly.

"Thieves?" shouted Ansel. "How dare you? There are none here with honor so low as to steal!" Ditty looked away nervously, and Filch gave an awkward cough.

"You look like hoooodlums to me!" the owl retorted.

"Leave us be," said Tilda in a bold voice. "We were merely passing through this tree and your nest happened to be in the way. We have no quarrel with you!"

4 Special Rule: Gnome Hat: If the mice do not have a gnome hat in their party stash when a mouse attracts Olga's unwanted attention, it receives 1 unblockable wound as usual. If the mice do have a gnome hat story achievement token in their party stash, they can avoid taking the wound and show the hat to Olga, suggesting that a gnome is to blame for the stolen eggs. Discard the gnome hat and choose a player to read the following aloud:

Filch's legs shook with terror and his knees knocked together violently. He cowered within the nest, hoping to make himself invisible. There was much owl down stuck to the twigs, and so he thought to cover himself. But as he sought to pull a clump of the white fluff over him, he noticed something colorful poking up from the bottom of the nest. He pulled it free and saw – it was a gnomish cap.

"Ah ha!" the scamp cried, holding the hat aloft. "I've found your thief!" he exclaimed, his fear leaving him. The owl cocked its gigantic head to the side, and brought a large, unblinking eye close to the hat.

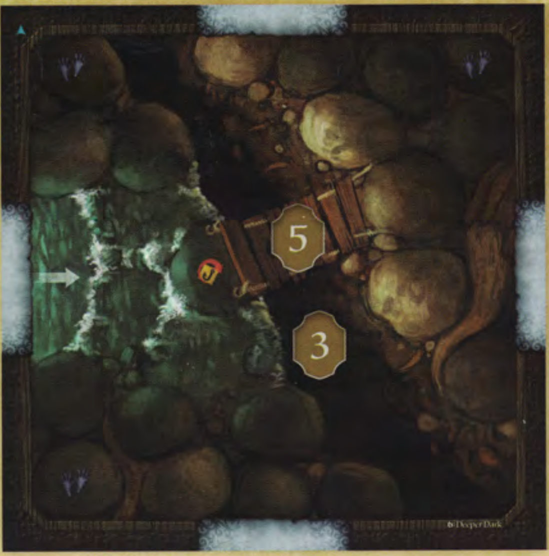
"Hoooo's cap is this now?" it bellowed. "Gnomes? Oh perfidy! Betrayal of the highest order! I shall have my justice!" And with a great whoosh, the owl took off into the sky.

Remove the Olga token from the tile. The mice can now proceed in relative safety.

5 Special Search: Gnome Hat. *(Note: This is used to keep Olga from attacking the mice.)*

6 Special Surge: Spider.

Deeper Dark



Whole tile:

1

2

4

6

1 Story Moment: When the mice explore Deeper Dark, choose a player to read the following aloud:

They slid down the gnarled roots to land on a rock worn smooth by years of trickling water. The stone jutted precariously over the gaping chasm, and on either side of it water trickled over the edge in twin, miniaturized waterfalls. A makeshift bridge spanned the chasm's yawning maw, seemingly made from twigs and vine.

"Careful here you wee mices," warned Jakobe. "One misstep and the water will take you over the edge with it. And that's not all." He pointed to the opposite side of the bridge where a lazy frog leaned against the entrance to a tunnel. "He's one of the guards," said the guide. "Their only job is to keep the newts from getting out, which means they won't be expecting us to try to get in!"

"So the newts are captive?" Collin asked. Jakobe closed his eyes and shook his head.

"Slaves," he whispered. "The firebelly newts are slaves."

"Fiery bells!" said Nez . "These frogs are worse than we imagined!"

"It wasn't always this way," said Jakobe. "The firebelly newts were always a peaceful lot. Kind folk, and hospitable too. But then one day, 'ol King Shalop came hopping along." And with that the gecko spat over the side of the rock. "That croaking monster defeated Mikah, the leader of the newts. After that, him and his froglodyte crew enslaved the others. Got them working for them they do. King Shalop's got no care for other creatures, nor does he care if they suffer."

"We have to stop him!" cried Lily. But she said it too loudly, and suddenly a pink sticky tongue wrapped around her leg, and whipped her off her feet.

"We've been spotted!" Neré cried.

2 Special Setup: Instead of revealing an encounter card as usual, place 1 bullfroglodyte, and 2 froglodytes normally.

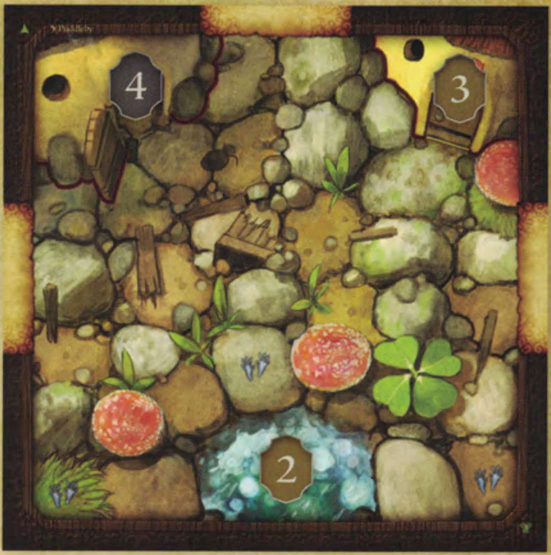
3 Special Rule: The bullfroglodyte and regular froglodytes can leap across the chasm using just 1 move point.

4 Special Rule: Water: The mice need to be careful where the water is concerned on this tile. If a mouse is swept downstream into the chasm on its turn, that mouse becomes captured.

5 Special Rule: Rickety Bridge: The bridge special area space that spans the deep crevasse is old and worn, the wood is dry and rotting. When a non-flying figure moves onto the bridge, it must end its move. If a mouse receives a wound while on the bridge, place that mouse figure in the chasm to the side of the bridge. It is hanging on for its life. While hanging on, a figure cannot attack or use any action until it is pulled to safety. Climbing back up onto the bridge works just like climbing out of water. The mouse uses its entire move, and must roll a ✸ on an action die. This mouse gets an additional action die for each mouse on the bridge helping to pull it up.

6 Special Surge: 1 bullfroglodyte.

Puddleby



Whole tile:

1

1 Story Moment: When the mice explore Puddleby, choose a player to read the following aloud:

"Be on your guard my friends," said Ansel as they passed along the outskirts. "Villages such as this can be quite dangerous."

"How so?" asked Tilda. The place was as quiet as the grave, and many of the buildings had fallen to ruin.

"Fearies and other foul things," Ansel replied.

Collin surveyed the dilapidated village sadly, and asked, "There are other places such as this?"

"Oh yes. The Downwood was home to many villages, and they were filled with mice and shrews, and other kindly creatures. Now they all look like this. Or worse. Will you excuse me for a moment?" Ansel walked up to a run-down hut and placed a hunk of cheese on the doorstep. He knocked once on the door, then returned to the party. As he walked back, the door cracked open, and tiny paws retrieved the gift before hastily closing the door behind them.

"These poor folk," said Neré sadly. "What happened exactly?"

"Wilderberries. They grow in abundance throughout the Downwood these days. Most smallfolk find them irresistible – so irresistible in fact that they sometimes wander off in search of berries. Many never return. As the mysterious wilderberries spread, more and more villagers disappeared. Soon the populations of the villages were so thinned, that one by one they fell victim to marauders. My own village was destroyed

one night by a foul snake that came upon us unawares."

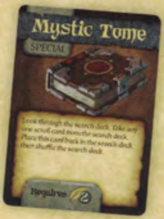
"Fascinating!" said Maginos. He stood in a small puddle that bubbled slightly and steamed. "This water is soothingly warm."

"The Hot Below," stated Ansel. "Tunnels leading down into the fiery newt caves used to warm this and other villages. Or at least they used to, before the newts turned on us. They have since been sealed up."

Then reveal an encounter card as usual.

2 Special Rule: Healing Waters: If there are no minions on the tile, any mouse that spends its action on the water special area of this tile can remove 1 wound marker from its card.

3 Special Rule: Flip Space: The flip space here has been sealed by a powerful magical ward and cannot be used at this time.



4 Special Search: Mystic Tome. *(Note: This item allows you to search for a scroll card of your choice.)*

Nightfall: If it is nightfall when the mice explore Puddleby, choose a player to read the following aloud:

Maginos was trying his best to collect a sample of the hot spring water, when a sudden splash knocked him over.

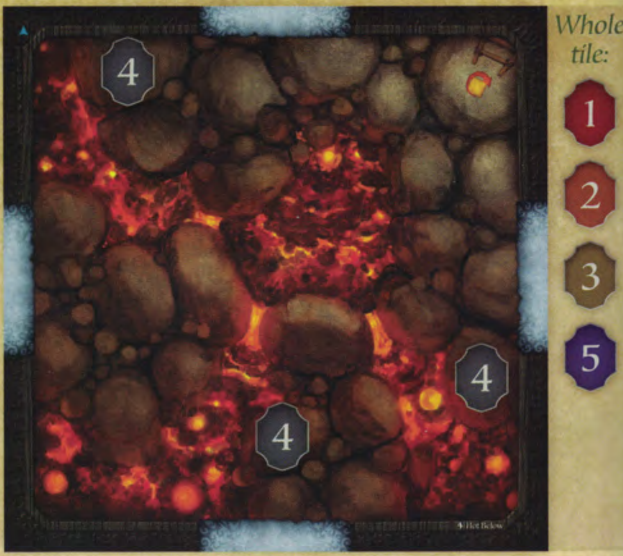
"Maginos!" Collin called, but the ancient mystic quickly motioned for silence. An eerie giggling suddenly lilted through the night, and from out of the underbrush that grew by the spring emerged strange, round creatures with brown, knobby skin like bark. They were only half the size of the mice, and they waddled into the spring water, where they began to splash and play.

"The Woody Nobbles," said Ansel with a smile. "The children of the forest. It appears we intrude upon their swimming hour."

"They are spirits given life," said Neré, her voice full of reverent awe.

If the mice do not have the Woody Nobbles story achievement yet, add the Woody Nobbles story achievement token to the party stash. Then advance the chapter end marker 1 page space on the chapter track.

Hot Below



1 Story Moment: When the mice explore Hot Below, choose a player to read the following aloud:

The heat in the tunnel was almost unbearable to the mice and shrew, but Jakobe seemed to thrive on the warmth.

"Why would anyone seek this heat?" moaned Filch.

"We are not all hairy as you, you big whiney git," snapped Jakobe. "My folk thrive on this kind of warmth, as do our many cousins, though I grant we're not overly fond of fire."

"Fire?" asked Lily.

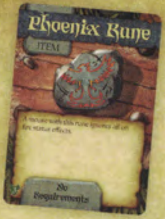
"Look ahead." The tunnel opened into an expansive cavern lit by the fiery glow of numerous molten fissures. There was the harsh sound of a cracking whip, and across the cavern they could make out a bullfroglodyte lashing a group of cowering newts.

2 Special Setup: Instead of revealing an encounter card as usual, place 4 firebelly newts and 1 bullfroglodyte normally.

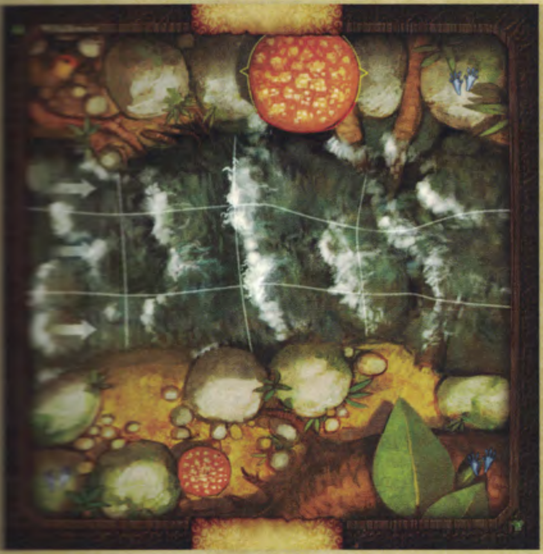
3 Special Rule: When the mice defeat the bullfroglodyte, if there are any firebelly newts in play, place the defeated bullfroglodyte figure on their initiative card. When the firebelly newts start a turn with a bullfroglodyte figure on their card, instead of moving or attacking, they will spend that turn cheering, high-fiving, and belly bumping instead. Then remove the bullfrog figure from their card.

4 Special Search: Phoenix Rune. (Note: This allows a mouse to ignore the effects of the on fire status.)

5 Special Surge: 1 bullfroglodyte.



Tricklemoore



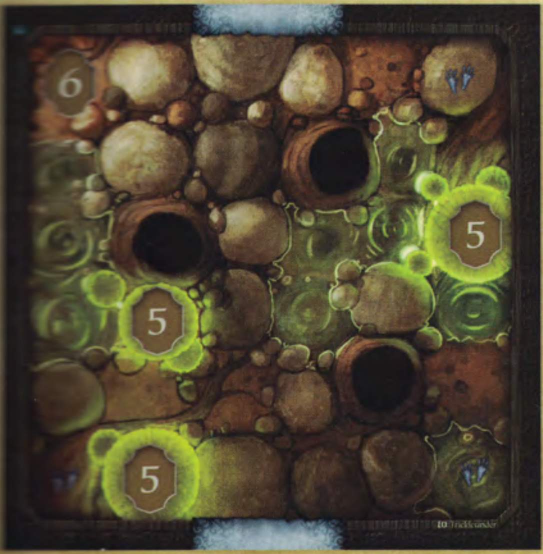
Whole tile: 1

1 Story Moment: When the mice explore Tricklemoore, choose a player to read the following aloud:

> *"'Tis over there," said Ansel, nodding to the far bank across the water. "Across the Trickle."*
>
> *"And he calls it a trickle," groaned Nez.*

Then reveal an encounter card as usual.

Trickleunder



Whole tile: 1 2 3 4 7

1 Story Moment: When the mice explore Trickleunder, choose a player to read the following aloud:

> *They followed the tunnel as it dove deeply into the earth, twisting and turning this way and that. The sound of drums began to echo up from the depths, and the party looked at each other nervously. Boom ba-boom ba-boom, rolled the drums, like the sound of some ancient heart buried in the rock itself.*
>
> *"This is bad," squeaked Filch. "This is a special kind of bad."*
>
> *"Steady my friend," urged Maginos. "It is easy for fear to take us when we do not know what lies ahead."*
>
> *"Those are drums," said Collin. "And drums are wielded by mortal creatures." The prince drew his sword and smiled. "We have the means to vanquish such creatures." Yet suddenly the drums were joined by low, chanting voices, and even Nez and Ansel found this unsettling. The party hurried on, and soon they crouched behind a limestone formation near the edge of a giant cavern. They had no need for stealth, for the drums and chanting drowned out any noise they made.*
>
> *High above the cavern floor, the mouths of numerous small tunnels opened up upon a narrow ledge. Many froglodytes and firebelly newts gathered upon the ledge, the frogs chanting in low voices. In the central most portion of the ledge stood the king of the froglodytes who the history-tellers call Shalop. He was a cruel bullfrog of substantial girth, and he threw his arms wide and croaked loudly so his voice would carry.*
>
> *"Oh mighty Slither Lord!" croaked the evil king, and his froglodytes echoed his words. "Oh Great Protector! Friend of frog and pond! We offer you this feast as a sign of our everlasting devotion!"*
>
> *"De-vo-tion!" chanted the king's subjects. "De-vo-tion! De-vo-tion!" And King Shalop swept an arm aside to reveal the offering: three little shrews, each tied to a stalagmite.*
>
> *"My family!" cried Ditty. Nez tried to pull her back into cover, but the scamp was too quick and made a dash for her kin.*
>
> *"After her!" cried Lily, and the party ran towards the captives.*
>
> *"They're wet," observed Tilda. "They've been covered in something."*
>
> *Jakobe sniffed the air and said, "Snake sauce."*

"Snake sauce?" Maginos came to a halt, and his eyes darted toward a dark and foreboding side tunnel. "Oh no," he said. "Get ready everyone... it's coming!"

"What's coming?" asked Filch, his eyes wide with terror.

And from the tunnel came a hissing sound, as if something of terrible size rushed towards them at a tremendous speed.

2 Special Setup: Do not reveal an encounter card when the mice arrive in the Trickleunder. Instead, place 1 critter citizen token on each stalagmite to represent the shrew family captives.

3 Special Rule: Shalop's Orders: When King Shalop sees the mice entering the cavern to rescue the shrews, he orders his firebelly newt slaves to shoot the mice from above with their flaming arrows. Each time a mouse takes a turn, at the beginning of its turn, before moving or taking any actions, roll 2 dice to make a ranged attack against that mouse as if it were being attacked by a firebelly newt.

Note: keep the firebelly newt initiative card handy to refer to the flaming arrows ability. Remember that any cheese rolled by a newt against a mouse who is already on fire, are added to the minion wheel. A mouse cannot have more than 1 on fire token at a time.

4 Special Rule: Freeing the Captives: On its turn, a mouse that is adjacent to a shrew captive can spend its action to attempt to untie that captive. The acting mouse rolls 1 action die, plus 1 additional action die for each friendly mouse on the same space. If 1 or more ✸ is rolled, the captive is free. Place the token on that mouse's space. If no ✸ is rolled, add 1 cheese to the minion cheese wheel.

5 Special Rule: Bouncing Mushrooms: Instead of a normal move, a mouse that begins its turn on a mushroom can bounce. Place the mouse on any other mushroom on this tile. Mice cannot bounce if they are accompanied by a shrew captive.

6 Special Rule: Escaping: The mice need to get the captives to the flip space. When a mouse starts its move on a space with 1 or more shrew captives, it can choose 1 of those shrew captives and help it move toward safety. Move the mouse normally, then place the chosen shrew captive on that mouse's space when it ends its move. Mice cannot bounce or scurry with the frail shrew captives, and can only help one captive at a time. If all active mice and shrew captives are on the flip space, a mouse can use its explore action to escape and win the chapter even if Hesster is in play.

7 Special Surge: Hesster! And now rule number 3 (*Shalop's Orders*) is no longer in effect. While Hesster is in play, the firebelly newts will not attack the mice for fear of hitting Hesster.

Note: players might need to refer to the special rules on page vi of this story book for rules on how Hesster behaves.

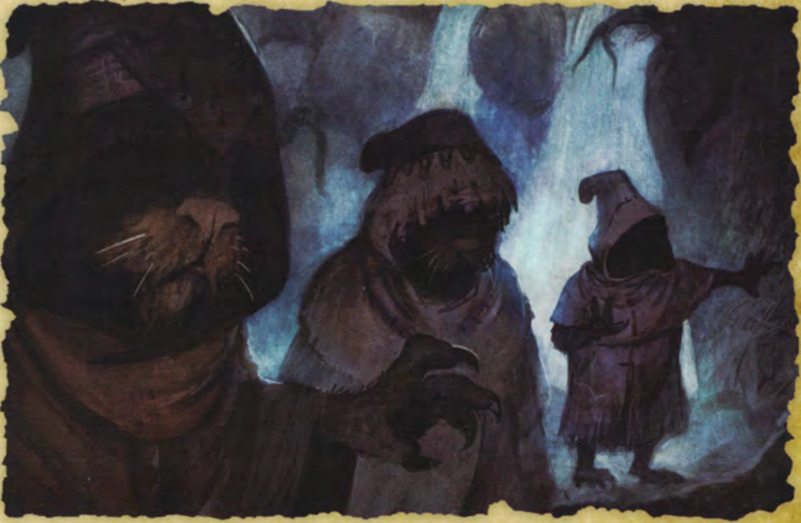
Campaign Special Rule

If you are playing this chapter as part of a campaign, and if the the mice are victorious, they can keep any cheese acquired during this chapter. In addition, the mice can sell their extra search cards to Danderfur for 1 cheese apiece. The mice can use this cheese to various benefits in Headfall Hollow in one of the next chapters. A mouse cannot carry over more than 6 cheese in this manner.

Chapter Three:

The Seers of Downwood

Choose a player to read the following aloud:



If there was any sound inside McReedy's warren, it was the nervous beating of the sheriff's heart. He swallowed uneasily as he looked back at the angry eyes of the heroes that glared at him from across his desk. The squirrel felt like a silent thunderstorm raged inside his office.

"So," the sheriff offered with a shaky voice, "What news?" And with that the storm clouds opened, and everyone in the room began shouting at once. It wasn't until Nez gave a war cry and smashed the sheriff's desk in two with his hammer, that Maginos whistled for silence.

"We are getting nowhere," the mystic said. "Get up McReedy." The sheriff was cowering behind one of the broken halves of his desk, splinters sticking out of his vestments.

"Please don't kill me!" the squirrel gasped.

"No one is going to hurt you," said Collin as he glared at Nez. "But it is past time for you to take action in this neighborhood!" The sheriff grunted as he found his feet and brushed himself off.

"But you've given me no time!" he insisted. "Yes, time and patience are needed here. Trust me, Malodor will investigate your claims and determine what's going on in the forest. Yes, you can be sure of that." Lily held back Ditty who trembled with rage at this.

"Open your eyes and ears Sheriff!" snapped Tilda. "Malodor abuses the authority you've granted him. The Downwood is no longer safe for the smaller, furred creatures."

"Froglodytes prey on mice and shrew," said Neré. "They have enslaved the newts. Wilderberries infest the forest and attract fearies. There is no balance. Only fear and suffering."

"And in the middle of this is your loyal Malodor," continued Collin. "He gets rich from making deals with your enemies, and all you can do is sit here wondering why the flow of nuts to your stores has slowed to a trickle."

"It is time to be the sheriff you should have always been," said Maginos. At this McReedy held his head in his hands and began to weep.

"You're right," he wailed. "Ye must believe me! I never meant for things to get like this! I was once an adventurer as well. But now look at me!" And the sheriff slapped his belly with both hands. "I couldn't climb a tree now if I wanted."

Ansel stepped up and placed a paw on McReedy's shoulder. "Buck up friend. I do not doubt that you became sheriff of this town with anything other than the fairest of intentions. But at some point you placed more value on comfort than duty. And yet, it is never too late for a good deed to erase a bad one."

"Yes, the forest must be made safe again," agreed Maginos. "And quickly. McReedy, we've a treeful of mice on its way, and they could easily settle here. We could bring trade and prosperity back to this neighborhood, but not if thugs still rule the forest."

Collin snapped his fingers and said "And the tree! We still need a suitable tree."

"But I know of no such tree!" promised McReedy. "Unless I… yes of course! The seers!" At this the sheriff lit up and pointed excitedly at an old map that hung on the wall. "This area here! This is where you must go."

"I know something of the locale," said Jakobe.

"They're oracles don'tcha know," said McReedy. "But their exact location is hidden. Finding them won't be easy, and you'll need to get your hands on some wilderberry jam. Rumor has it they can't get enough of the stuff and so demand it in tribute."

The heroes left the sheriff's warren with renewed excitement. "Er, sorry about the desk," Nez said sheepishly to the sheriff on their way out. Once in the street, they looked about.

"We need supplies," said Collin.

"More like weapons," said Filch. "Look!" Across the town square stood Malodor. The rat was flanked by a trio of cronies, and they stared at the heroes with hatred in their eyes. The four thugs drew their weapons, and nervous townsfolk quickly scurried out of their way.

Chapter Objectives

Find the Seers of Downwood, and bring them wilderberry jam.

Victory Condition

The mice win if they can find Echo Cavern.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have found Echo Cavern, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter.

Note: If you are playing this chapter as part of a campaign, any mice used in a previous chapter can break the normal campaign rules and keep all cheese and search cards they ended the previous chapter with. This cheese can be used in Headfall Hollow to prepare for the challenges ahead.

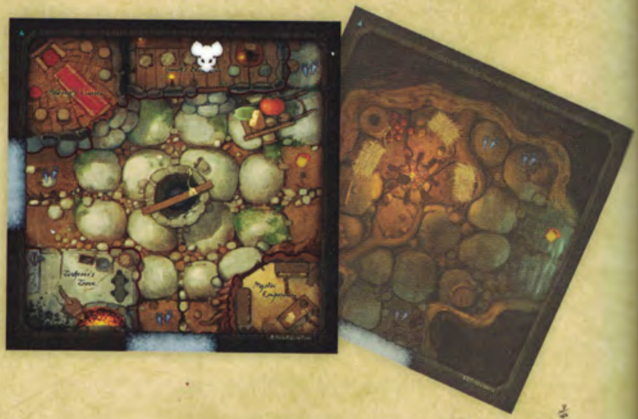
If you are not playing this chapter as part of a campaign, before starting, divide 6 cheese among the mice chosen to be in the party.

Encounter Deck Setup

To build the encounter deck, grab 3 difficult encounter cards and 3 standard encounter cards. Shuffle them together and place them face down onto the encounter area on the story control board.

Room Tile Setup

Place the following tile as shown below: Headfall Hollow. Set the Echo Cavern tile to the side. It will be used later.



Then create a random tile stack with all of the other remaining tiles from this set, excluding Spiritsburrow. (*Shuffle all of the tiles together into a stack.*)

Place the 4 mice being used in this chapter on the Hawk's Beak Inn space of Headfall Hollow. Also place Malodor and 3 rat warriors on minion entry spaces normally. The mice must face Malodor and his filthy rats before visiting the various shops to gear up before venturing into the Downwood in search of wilderberries.

Special Chapter Rules

Random Exploration

In this chapter a mouse may use an explore action on a space adjacent to an exit area, even if there is no other tile connected to that exit area. When exploring an exit that has no other tile connected to it, select a tile at random from the random tile stack and place it adjacent to the exit that is being explored.

The tile must be placed so that it has the same color side up as the tile that the exploring mouse is on and the orientation arrow on the tile being placed must face in the same direction as the arrows on the tiles already in play. After placing the new tile, check to see if the mouse can legally explore through to the newly placed tile. If the new tile cannot legally be explored, the exploring mouse's turn is over and its explore action was wasted, but leave the new tile in place as there may be other ways to access it. If the explore action proved successful, make sure to check these chapter special rules for the tile you're exploring.

Tree Climb Token

Once during this chapter, the mice can place the tree climb token on any corner space of an outdoor Downwood tile. When exploring the tree climb space onto the tree overlay, the players can choose which direction to place the branch overlay onto any adjacent tile (*making sure the tile is Downwood side up*). Also place 2 leaves adjacent to any of the available stems on the tree or branch overlay. This will allow the mice to cross to a Downwood tile it might not be able to reach normally. When the mice arrive on the tree overlay, reveal an encounter card and place minions on the tree and branch overlay normally.

Note: Players may want to save this option until they add the Echo Cavern tile to the board. The random nature of this chapter means access to Echo Cavern could be tricky.

Nightfall

If it is nightfall when the mice explore any Downwood tile, in addition to any minions, also place the Olga the Owl token on the tile normally, and follow all the rules for Olga the Owl found on page viii of this story book.

Quest Deck Setup

This chapter uses a quest deck. To create a quest deck, collect 11 search cards, 6 random, and 5 of the players' choosing. Fortune cards cannot be chosen. Add the wilderberry jam search card to 5 of those cards. Shuffle those search cards and place them in a face-down stack near the party stash. Then shuffle the other 6 cards and stack them on top (*If a mouse already has the wilderberry jam search card, borrow it from that mouse until after this chapter*).

Note: Players should choose cards they think will help them in this chapter. Remember that some tiles are difficult or impossible to traverse without proper gear.

Wilderberry Jam

The mice need wilderberry jam to offer the seers. Each time a mouse successfully searches a tile, instead of drawing a search card from the search deck, it may choose to draw a card from the quest deck.

Note: Wilderberry jam cannot be found in trees. Do not draw from the quest deck when successfully searching while on a tree or tree branch overlay.

Achievement

When the mice acquire the wilderberry jam search card, place it in the party stash, and advance the chapter end marker 1 page space on the chapter track. Choose a player to read the following aloud:

The mice gathered all the wilderberries they could manage and stuffed them in a sack.

"So… hard to resist," said Nez.

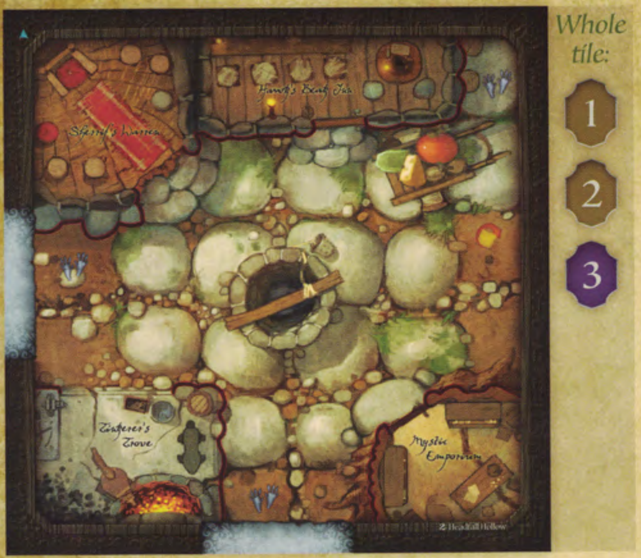
"Very," agreed Filch as he licked his lips.

"Gentlemice, do try to control yourself," scolded Ansel, and he handed the sack to Maginos. "Here you are grandfather."

"Thank you," said Maginos, and he began to study the instructions for wilderberry jam that Brie had given them. Under the mystic's careful guidance, the party worked together to smash berries, mix them with ingredients, then cook them in a large acorn. Within an hour they a goodly amount of rich, dark, purple jam.

Now place the Tumbledown/ Echo Cavern tile adjacent to the tile the mice are currently on. Remember, the orientation arrow must be facing the same direction as the other tiles, but the tile can be placed adjacent to any available tile side.

Headfall Hollow



1 **Special Rule: Shopping:** If there are no minions on the Headfall Hollow tile, a mouse that ends its move on a Headfall Hollow building location can spend its action to shop or otherwise interact in that location. Any search cards purchased from a vendor are taken from the search deck. Shuffle the search deck after shopping:

Tinkerer's Trove

Horton Hamfist the hamster tinkerer has a few items up for grabs today. If any of these are not in the search deck, they are not for sale:

- Nature Blade = 3 cheese
- Hooked Dagger = 2 cheese
- Bark Shield = 3 cheese
- Fishhook & Thread = 2 cheese
- Clockwork grenade = 2 cheese
- Bedrolls = 2 cheese

Mystic Emporium

Danderfur the collector will buy any search card for 1 cheese. He also has some items of interest for purchase for 2 cheese. If any of these are not in the search deck, they are not for sale:

- Phoenix Rune
- Summoning Rune
- Clover Rune
- Fungus Bits
- Aspect of the Porcupine Scroll
- Heal All Scroll

Hawk's Beak Inn

Brie the portly innkeeper has some advice to give for those who tip her:

- Choose any trick card from the search deck fo a 1 cheese tip.

She also has these items for sale. If any of these are not in the search deck, they are not for sale:

- Whiskerfroth Elixir = 2 cheese
- Nut grass tincture = 2 cheese

Play the Dice Game

To play the dice game against one of the locals, the mouse must first bet from 1-3 cheese from its stash. Roll 4 Action Dice for your mouse. You may choose to re-roll up to a number of dice equal to your lore but must keep the second result. Count up the number of ✸ rolled. Now roll 5 action dice for the local and count the number of ✸ rolled.

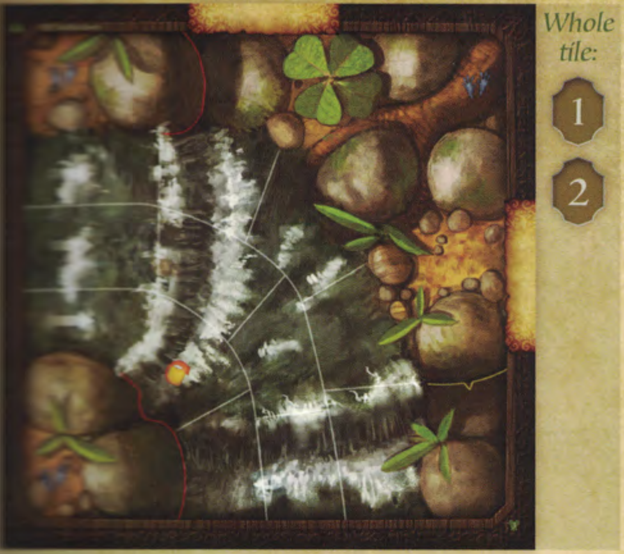
If you roll more ✸ than the local: You win. Keep the cheese you bet, plus collect a number of cheese equal to your bet.

If the local rolls the same number of ✸ as you: Place the cheese you bet in the general supply
If the local rolls more ✸ than you: Place the cheese you bet on the minion cheese wheel.

2 **Special Rule: Searches:** Mice cannot search in Headfall Hollow.

3 **Special Surge: Street Fight:** 1 rat warrior.

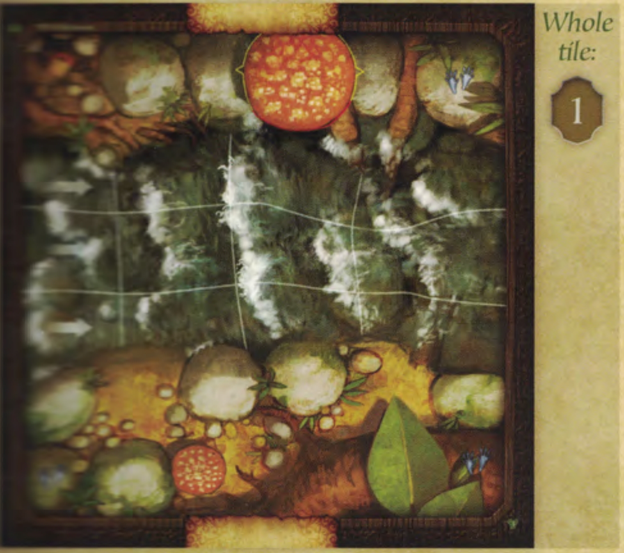
Tumbledown



1 **Special Rule: Dangerous Water:** If a mouse ends its turn on any of the water spaces on this tile, in addition to drifting downstream, roll a die. if you roll a ✷ that mouse receives 1 unblockable wound. A mouse on a turtle or leaf is not harmed by the dangerous water.

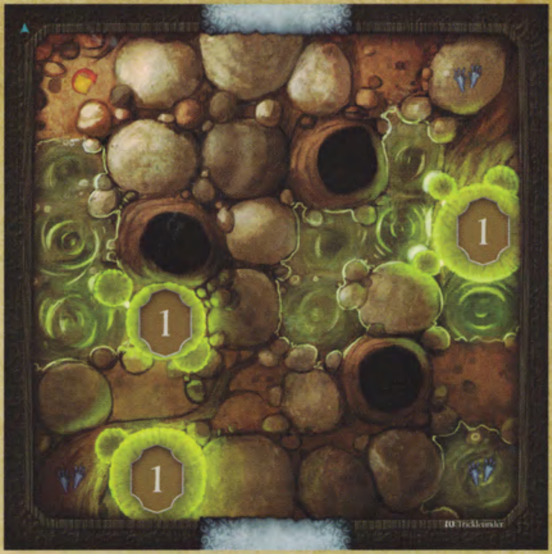
2 **Special Rule: Exploring:** Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the water as the exploring mouse.

Tricklemoore



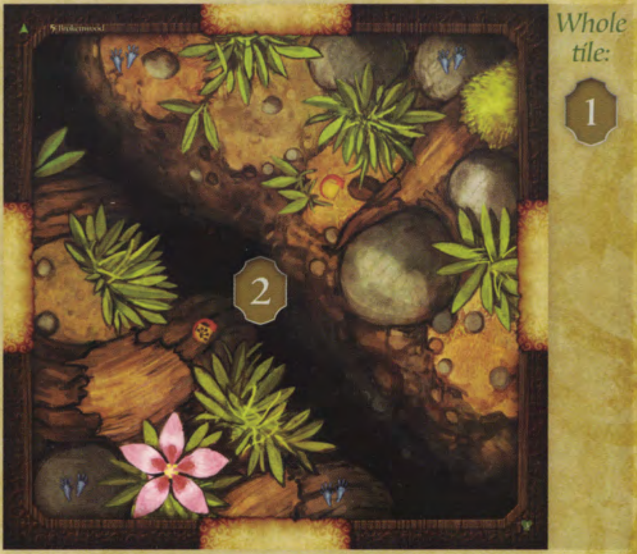
1 **Special Rule: Exploring:** Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the water as the exploring mouse.

Trickleunder



1 **Special Rule: Bouncing Mushrooms:** Instead of a normal move, a mouse that begins its move on a mushroom, can bounce. Place the mouse on any other mushroom on this tile.

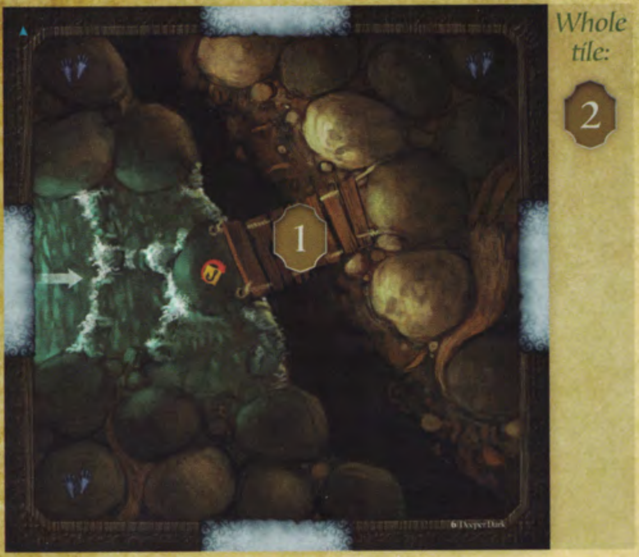
Brokenwood



1 **Special Rule: Exploring:** Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the chasm as the exploring mouse. Any melee minions trapped on the opposite side of the chasm from the mice will not prevent the mice from exploring.

2 **Special Rule:** Bullfroglodytes and regular froglodytes can leap across the chasm using just 1 move point.

Deeper Dark



1 **Special Rule: Rickety Bridge:** The bridge special area space that spans the deep crevasse is old and worn and the wood is dry and rotting. When a non-flying figure moves onto the bridge, it must end its move. If a mouse receives a wound while on the bridge, place that mouse figure in the chasm to the side of the bridge. It is hanging on for its life. While hanging on, a figure cannot attack or use any action until it is pulled to safety. Climbing back up onto the bridge works just like climbing out of water. The mouse uses its entire move, and must roll a ✸ on an action die. It gets an additional action die for each mouse on the bridge helping to pull it up.

2 **Special Rule: Exploring:** Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the chasm as the exploring mouse.

Echo Cavern

1 **Story Moment:** When the mice explore Echo Cavern, choose a player to read the following aloud:

There was little light in the cavern, and the cascading falls made it dance across the rocky walls in muted, prismatic displays.

"I daresay we have found it," whispered Ansel.

"Found what, deary?" asked several voices at once. "Can one truly find what is not lost? If one must seek what is not lost, has one not become the very thing that is lost?"

"Well I'm lost, that's for sure," groaned Filch.

From out of the gloom shuffled three bent mic Their steps were shaky, their eyes were blindfolded by simple strips of cloth, and their tails were mere nubs as if they had been cut off long ago.

"The seers," whispered Nez.

"We are," said the first seer.

"The seers," said the second.

"Of the Downwood," said the third.

"You have come to us with great need," they said in unison. "And we would assist you. But you have not come alone. You have been tracked by one whose heart is filled with violence. Yet we would urge temperance, for this troubled soul is but a simple follower."

"Not possible!" snapped Jakobe. "I would've spotted them for sure." But there was a burst of water from the waterfall as Lutz tumbled into the cavern. He sprung to his feet and growled at the party, his weasel teeth bared in a snarl.

Then place Lutz normally. When dealing cards to the initiative track, treat his topmost card as an ambush.

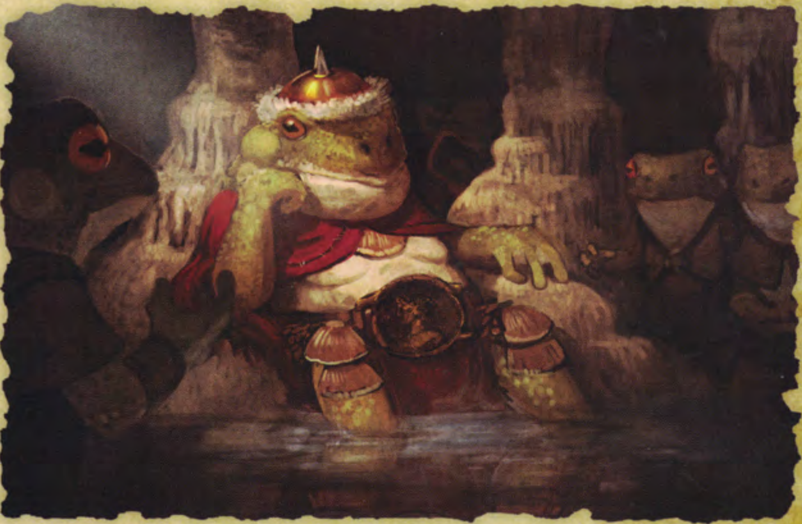
In addition, if the mice paid cheese to remove Malodor from play at the beginning of this chapter, they will face him again here in Echo Cavern. Place Malodor adjacent to Lutz.

The mice must defeat Lutz (*or Malodor and Lutz*) to be victorious.

Chapter Four:

We Be Scamps

Choose a player to read the following aloud:



"What's taking them so long?" whispered Filch. "How hard can it be to decide if they want to help us?"

"I do not doubt they will assist us," said Magnus. "but there will be a cost."

Lily crossed her arms angrily. "I thought that's what the wilderberry jam was for?" she asked.

"The jam bought us an audience," replied the mystic. "But we are asking much of them."

"Here they come," said Collin. The three seers again tottered out of the darkness, each with a paw on the shoulder of another.

"We have come to a decision," the trio said, each contributing random words to the sentence. "We will help you. Yes, we shall. But first you must complete a trial. There is a human house that sits at the edge of the Downwood. In it lives a farmer and his wife, the latter having stolen something from us that possesses great value."

"And what is this treasure?" Collin asked.

"The answer to that question," replied the seers, "is the very heart of the trial. You will decide what it is we seek and return it to us. Only then can we give you the answers you seek."

The heroes spent the rest of the evening planning their approach to the farmer's house. The seers were generous hosts and provided their guests with ample food and numerous pieces of information on their quest. The farmer tended a lush wilderberry grove, which meant fearies would be about, gorging themselves on the nectar of wilderberry flowers. This made an aboveground approach too dangerous. Yet traveling underground was not without peril. The tunnels that ran beneath the farm were frog territory, and so stealth would be required.

"We cannot all go tromping through the tunnels," said Collin. "I will select a team of our finest sneaks, and the rest of you will rendezvous with us at another location." Nez groaned at this, for clearly he would not be picked for the quest.

"And where will we meet up?" he asked.

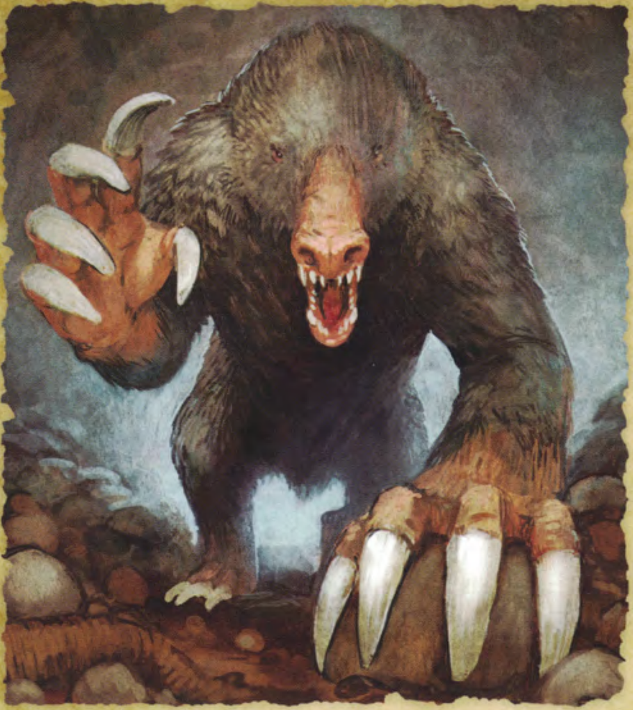
"Puddleby," said the seers.

"Puddleby?" asked Jakobe. "Why would they travel to that town?"

"Events are in motion," came the response. "Puddleby sits at the nexus of change. You will want your people there when the change arrives." All the mice could do was look at each other and shrug.

"Puddleby it is then," agreed Collin.

Soon the party grew sleepy for the hour was late, and one by one they fell asleep. They did not keep watch for somehow the cavern felt safe to them. But in the wee hours of night, a great beast of the forest caught wind of their scent, and so it slowly crept through the tunnels and entered the cave. 'Twas a molox, those legendary beasts that make even the greatest heroes turn pale. Now a molox is not a particularly evil creature, but they are



known for being easily alarmed. That night the molox moved silently as it shuffled through the cave, sniffing for food, the rushing waterfall drowning out any noise that might have alerted the sleepers.

Tilda began to giggle as the molox's snout wriggled over her, sniff-snuffing for food. She reached out and tried to push the snout away, but it did not move. She opened her eyes. Two enormous eyes stared back at her, and Tilda let loose such a squeak of terror and alarm that the molox leapt backwards in fright – right into the smoldering remains of their campfire. The overlarge beast bellowed in pain as the dying embers toasted its hindquarters, and throughout the cavern confused sleepers jumped to their feet in fear.

"I'm up!" cried a bleary-eyed Maginos, firing off several spells in random directions.

"Monster!" Tilda screamed. The molox swung its meaty head, and slammed into Tilda. The healer let out a cry of pain as she flew through the air. Nez moved to catch her, but she was flung with such force that the two of them were knocked through the waterfall.

"Tilda! Nez!" Lily cried.

"Get them!" Collin called to her as he drew his sword. Lily vanished through the watery curtain, while Collin and Ditty engaged the molox. They stabbed at the beast, but it swung its tail end, catching Maginos and sending him crashing into a cave wall. All color drained from the mystic's face.

"Neré, get him out of here!" Collin called. The shaman rolled between the molox's legs and grabbed the old mystic, but the molox saw her. Filch and Ansel tried to distract it, but the enraged beast tried to ram the two magic users. Neré took hold of Maginos, and the two jumped through the waterfall before the molox crushed them into the smooth cave wall. Ansel ran towards the waterfall, but he looked back at Collin, and the young prince saw the doubt in his new friend's eyes.

"Save them!" Collin called. "We'll get to the farm – just keep the others safe!" Ansel seemed relieved by the prince's orders.

"We'll see you in Puddleby!" he cried, before leaping through the water.

"I hope so," Collin wanted to say, but the molox was on him in mere seconds. Collin, Jakobe, Filch, and Ditty a circled the terrifying beast, ready to lay down their lives.

Chapter Objectives

Sneak into the farmer's house and steal an item of value

Victory Condition

The mice win if they can obtain an item of great value by raiding the farmer's larder.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have found the item of value in the kitchen, or if all mice are captured a the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 5 of the chapte track.

Party Setup

Select 4 mice to be in the party for this chapter. Colli must be chosen as one of the mice, and Tilda cannot be chosen. Otherwise, players can choose freely, but Collin, Jakobe, Filch, and Ditty would make a good team and will match the narrative. Neré from Heart o Glorm is a good choice as well.

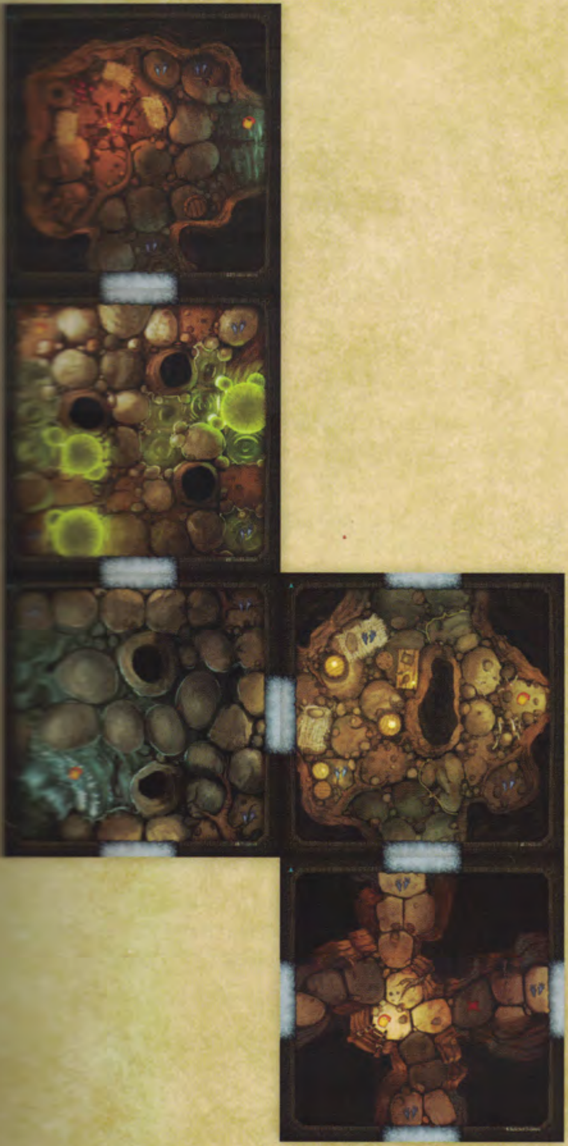
Note: If you are playing this chapter as part of a campaign, only mice used in chapter three can break the normal campaign rules and keep all cheese they ended the previous chapter with.

Encounter Deck Setup

Encounter cards are not used in this chapter.

Room Tile Setup

Place the following 5 tiles as shown below: Echo Cavern, Trickleunder, Tadpool, The Lair, Kitchen Tunnels (*this tile is from the Sorrow and Remembrance base set*).



Place the 4 mice being used in this chapter on the Echo Cavern in any space adjacent to the campfire. Place a molox on the Echo Cavern on any space adjacent to the tunnel exit, then begin the chapter by dealing the required cards to the initiative track treating the molox as an ambush.

Special Chapter Rules

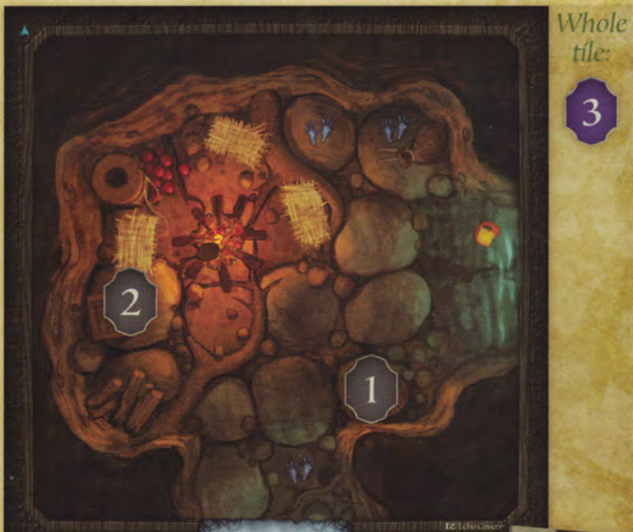
Underground Journey

Almost this entire chapter is spent in the natural tunnels and makeshift lairs and burrows of the Underwood. With this in mind, ignore all flip spaces with the exception of the Kitchen Tunnels flip space which leads into the Farmer's house.

Minions Fighting Other Minions

In this chapter, some minions might fight each other. Any cheese rolled by minions when attacking or defending against other minions is ignored. Also, any ability the minion has that would affect that attack or defense is ignored as well. If a minion has a choice between multiple targets, the minion will always attack the figure highest in initiative that has not been attacked yet this turn by that minion type.

Echo Cavern



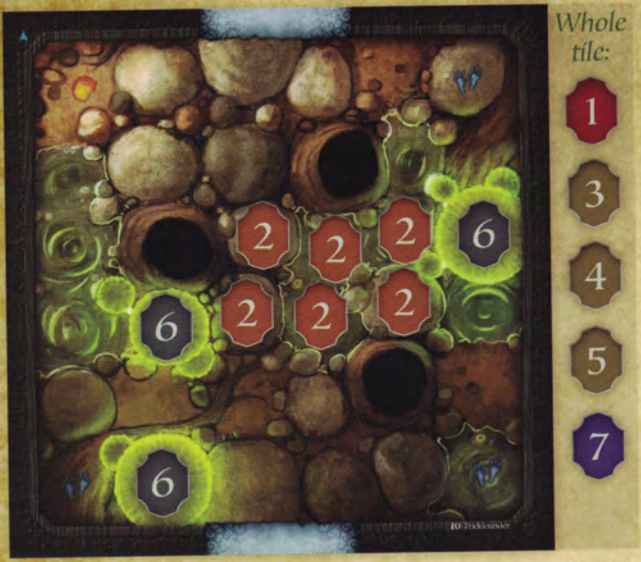
Whiskerfroth Elixir
ITEM
Cheese Cache
Fortune

1 Special Search: Whiskerfroth Elixir. (*Note: This can be used to heal a mouse.*)

2 Special Search: Cheese Cache. (*Note: Free cheese!*)

3 Special Surge: None. Move the hourglass as usual.

Trickleunder



1 **Story Moment:** When the mice explore Trickleunder, choose a player to read the following aloud:

The sound of a cracking whip cut through the tranquility of the cavern. The four companions looked at each other unhappily. There was no way the sound of whips could mean anything other than trouble. They crept forward into the gloom, following the sound of the angry noise. Minutes later they came upon a train of firebelly newts being force marched along an uneven underground trail. The newts were clearly exhausted, and stumbled as they walked, but the froglodytes that drove them forward with whips only croaked for them to move faster.

Collin unsheathed his sword from their limestone hiding place, but Jakobe grabbed his arm. "This isn't our fight," hissed the gecko. "In a few minutes they'll be gone. All we need to do is wait."

"My father said the whip was a coward's tool," Collin spat back. "To ignore this cruelty would be no less unjust." Behind them, Filch unsheathed his daggers.

"I save my own hide whenever I can," the scamp whispered. "But this is too much. And I hate bullies."

"These newts have suffered worse than my family," agreed Ditty. "I cannot allow this to continue." They saw a firebelly newt collapse on the ground, its eyes glossy and unfocused.

"Make her find her feet!" croaked a froglodyte sergeant, as another whip-wielding frog stood over the newt and raised his weapon.

"Barksburg!" cried Collin.

"Justice!" snarled Ditty. And so they charged from the shadows and leapt headlong into battle.

"And we're supposed to be the sneaky team," grumbled Jakobe.

2 **Special Setup:** Place 6 firebelly newts, 1 on each of these spaces. Place 1 bullfroglodyte and 4 froglodytes on minion entry spaces normally.

Then after dealing cards to the initiative track: Roll 2 action dice and total the numbers rolled. That's how many firebelly newts have been struck down by the cruel froglodytes. Choose that number of firebelly newt figures and knock them down. Then remove the rest of the firebel newts. They run away.

3 **Special Rule: Firebelly Newts:** At the start of the first firebelly newt turn, stand up any knocked down firebelly newt figures. They cannot attack on their first turn. On subsequent turns, the firebelly newts will act normally unless the bullfroglodyte has been defeated (*see special rule 4 below*).

4 **Special Rule: Froglodyte Bullies:** If the mice defeat the bullfroglodyte, all firebelly newts immediately become allies controlled by the mice players, and are no longer considered minions (*see page ii of this story book for rules on how to control allies*). Froglodytes will now move toward and attack the firebelly newts just as they would mice. When a firebelly newt attacks a froglodyte, ignore their flaming arrow ability. The frogs are too wet and squishy to catch fire.

5 **Special Rule: Story Achievement:** When the mic clear this room of froglodytes, if there are any firebelly newts left, add the firebelly freedom story achievement token to the party stash and advance the chapter end marker 1 page space o the chapter track.

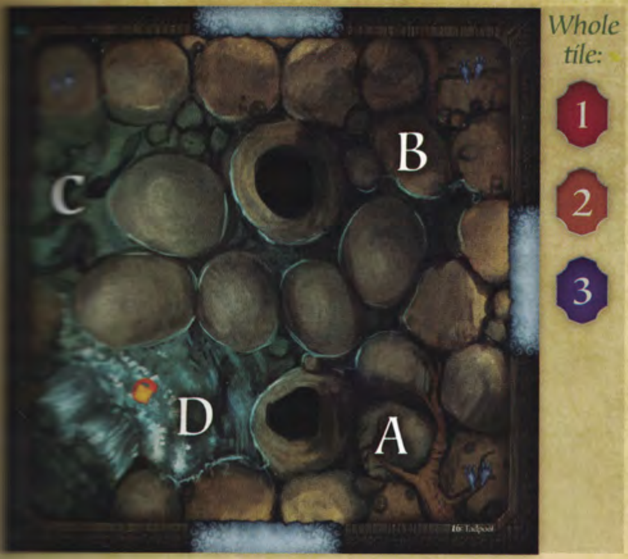
Note: Helping the firebelly newts could give the mice an advantage in a later chapter.

Fungus Bits
ITEM

6 **Special Search:** Fungus Bits. (*Note: This provides a mouse with an attack boost.*)

7 **Special Surge:** Cave centipede.

Tadpool



1 **Story Moment:** When the mice explore Tadpool, choose a player to read the following aloud:

They entered what appeared to be a natural throne room. A small waterfall ran down over the polished rocks and formed an impressive seat of stone amid a deep pool that swirled with darting tadpoles.

"It's rather lovely, is it not?" asked Ditty, but there was no time for a response – behind them they heard several froglodyte voices drawing near.

"Quick!" whispered Filch. "Hide!"

2 **Special Setup:** Quick Hide! Do not deal any cards to the initiative track yet. Instead, the mice must hide to avoid being found out! Each mouse must choose 1 of the 4 available hiding spaces marked on the example. Place each mouse on its chosen space (*Note: To match the story, the suggested mice are listed next to the option.*):

- Hiding next to the smaller stalagmite: A (*Collin*)
- Hiding next to the large stalagmite: B (*Jakobe*)
- Hiding in the pool with the tadpoles: C (*Ditty*)
- Hiding under the water near the fall: D (*Filch*)

Then continue reading and follow the directions for each mouse to see how good they are at hiding:

The mice watched in horror as King Shalop entered the throne room accompanied by five of his closest froglodyte advisors.

"I tell you there are not enough!" croaked Shalop. "I'm losing frogs left and right! Send out hoppers to the swamps and river. Contact our cousins under the Great Wide Rock. I want an army when we march on the towns."

"But sire," protested an advisor, bending low before his king, "do we really wish to commit to such action? It would be a terrible risk!"

"Risk?" bellowed Shalop. "We have been attacked! The mighty Hesster now rampages through the trees! My rightful reign over the creatures of this forest has been challenged! No one shall fear me now unless I fall upon them with sword, spear, and torch. Burn them out! Set fire to their dwellings! Let them find their respect for me in the burnt ashes of their homes." And with that Shalop entered the pool and waded over to a comfortable spot near the waterfall and plopped himself down – right on top of Filch! It was all the scamp could do not to yell out, but the weight of the king was terrible.

Add a bullfroglodyte figure to the pool at position D and place the King Shalop token under it. Also add 5 froglodytes to the tile in spaces adjacent to Shalop. Do not place the minion cards on the initiative track yet.
The mouse hiding in the pool is getting squished! After placing the minion figures, the mouse in hiding spot D must roll a number of action dice equal to its defense value. If 1 or more ✸ are rolled, the mouse successfully endures the bullfrog king's ample bottom. If the mouse fails to roll at least 1 ✸, it gets slightly squished. Add 1 wound marker to that mouse, and also place a cheese token on the board next to that mouse.

Shalop and his advisors set to making plans for his army. Who would forge their weapons? Where would the army be quartered? What if Malodor got in their way? The king gave a wide, long yawn.

"Logistics make me weary," he croaked. "Fetch me a morsel to munch!" One of the advisors approached a small woven basket full of buzzing flies – that sat by the stalagmite Jakobe was hiding behind. The gecko held his breath as a froggy hand reached by him and plucked a fly from the basket.

"Here you are sire," said the froglodyte, holding up a fly by its legs. Looking down, Jakobe realized the basket was unattended, and it gave him an idea.

The mouse in position B has a moment to snatch some flies out of the basket before being noticed. Roll a number of action dice equal to this mouse's move value. Count the number of ✸ rolled. This is how many flies the mouse in position B was able to grab. If no ✸ are rolled place a cheese token on the board next to that mouse and continue reading:

Shalop opened his mouth, and an enormous pink tongue shot across the pool and splat! hit the advisor's hand. The tongue and fly snapped back into Shalop's mouth, and the king happily munched on his treat.

The advisor looked down at his saliva-covered hand and said, "Yuck!" He now only held lifeless fly legs which he washed off in the pool. The tadpoles went into a feeding frenzy over the tasty legs – right by where Ditty lay hidden in the water! The poor little shrew clamped a hand over her mouth as countless tiny tadpoles tickled her tuckus!

The mouse in position C is being tickled and needs to be quiet, but it is difficult. Roll a number of action dice equal to this mouse's lore value. If 1 or more ✸ are rolled, the mouse was able to contain itself. If no ✸ are rolled, that mouse lets out a tiny squeak. Place a cheese token on the board next to that ticklish mouse and continue reading:

"You know what really prickles my posterior?" bellowed Shalop. "No one names these troublemakers for what they really are: anarchists! I've brought order to these woods, and all these ruffians seek to do is sow chaos." One of Shalop's advisors rolled his eyes. If allowed, Shalop could rant for hours. The advisor looked around and spotted a decent stalagmite he could lean against. It was best to get comfortable when the king threatened to get longwinded.

Move the closest froglodyte adjacent to the position A. The mouse in position A must quietly subdue this minion. Attack that froglodyte. That froglodyte is too startled by the surprise attack and cannot use its 'hop away' ability.

If the froglodyte survives: Remove any cheese tokens that were placed on the board next to the hiding mice and add them to the minion cheese wheel, then skip all the way to the section titled "calamity" below.

If the curious froglodyte is defeated: Continue reading:

Shalop stopped talking, and held a webbed hand up for silence. He stood (relieving poor Filch of a terrible weight) and looked around.

"We are not alone," he said. Suddenly, he spotted a small doodlebug scuttle between shadows at the other end of the room. Shalop threw back his head and let loose with a hideous croaking laughter.

"Look at what I've become!" he bellowed. "I'm but a wee tadpole trembling at every shadow or noise. I daresay that doodlebug would make a terrible assassin." At this, all of the advisors laughed.

"My dear king," said one of the advisors as he wiped tears from his eyes. "Do not forget the prophecy. You can only be slain by a true king. I am told they are in short supply in this neighborhood."

There was another round of laughter at this until another advisor joked, "Unless that doodlebug was the King of the Doodlebugs!" But no one laughed at this, and King Shalop seemed rather startled by the notion. The advisor grinned meekly but his peers just looked at him and shook their heads disapprovingly.

Now, if there are any cheese markers that were placed on the board next to the hiding mice, add those cheese to the minion cheese wheel. If a surge is caused, skip to the special surge effect for this room. If no surge is caused, the mice can try to sneak away without fighting:

The mouse in position B lets loose the flies it retrieved from the basket if any. Roll an action die for each fly the mouse let loose. Remove one froglodyte figure for each ✸ rolled. Then the mice can try to sneak out quietly. Add the move value of all the mice and roll that number of action dice. If the number of ✸ rolled is higher than the number of remaining minion figures, they can escape. Place all 4 mice on the next tile (*The Lair*) as if they had explored there. If the mice roll ✸ equal to or less than the number of remaining minions, they must fight. Remove Shalop and froglodyte. Now deal the cards to the initiative track and conduct the battle as usual.

3 Special Surge: Calamity! If the mice have not been discovered when a surge happens, choose a player to read the following aloud and follow the instructions. If the mice have already been discovered when this surge happens, just move the hourglass as usual with no further effect.

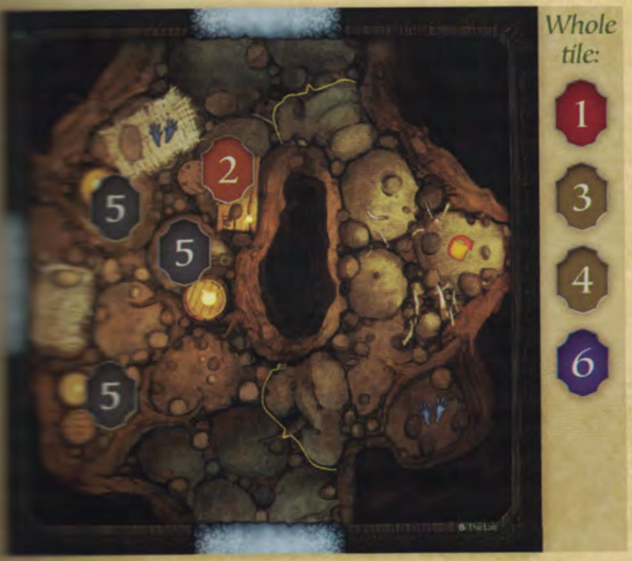
One of the froglodytes spotted a wee mouse tail poking out from its hiding place, and screamed, "Provocateurs! Agitators! We have *been infiltrated!" Jakobe chose that moment to release the flies he had grabbed from the basket, and the buzzing bugs quickly flitted away in a multitude of directions. Pink froggy tongues reflexively shot out at the tasty snacks, but two smacked together and became entangled.*

Filch burst out of the water, crying, "Barksburg!" He lashed out at Shalop, but his blows were deflected by the king's thick hide. Collin dashed from his hiding place and launched himself into the air, sword raised high. He plunged it straight at Shalop's chest – but it too merely glanced off. Shalop batted the prince away and let loose a deep, throaty laugh.

"Misguided fools! The prophecy has been validated! I cannot be harmed by mere rabble such as yourselves. But I thank you for simplifying my plans. You shall make excellent snake food."

The mice must now fight! Remove Shalop and 1 froglodyte guard from the board. The mouse in position B lets loose the flies it retrieved from the basket if any. Remove one froglodyte figure for each fly. Now deal the cards to the initiative track and conduct the battle as usual.

The Lair



1 Story Moment: When the mice explore The Lair, choose a player to read the following aloud:

The mice scurried through the damp and twisting tunnels of the Underwood, only stopping when a root or large rock barred the way. Behind them, they could hear the croaking pursuit of angry froglodytes, but after a few minutes the sounds died down and the heroes figured the cruel amphibians had given up.

The tunnel smoothed out and the mice slowed their progress back down to a sneak as they approached the dimly lit cave ahead. As the mice approached they heard voices low and muffled, but sneaking up to the edge of the chamber, they could make out exactly what the voices were saying.

2 Special Setup: Place a weasel on the space with the shabby table, and 3 rat warriors on minion entry spaces normally. Place 1 more rat warrior adjacent to the weasel: they are having a discussion and the mice have a moment to listen in on bits of conversation. Continue reading:

"That owl is about both day and night now," snarled a weasel with a low voice. "I take it you stole her egg?"

"I did at that," whispered a rat with a thin, nasally voice. "Malodor's got big plans for that egg. I think he means to give it to Hesster in exchange for a favor."

"Things are afoot alright," agreed the weasel.

"I left a gnome hat in the nest to throw the bird off our track," said the rat. "Hid the egg in Puddleby, though I had to open a passage to the Hot Below to keep it warm."

"And the kitchens?"

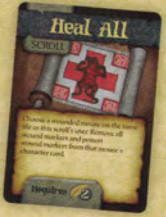
"Our scouts are drawing the guardian out as we speak. He won't realize his peril until the trap closes around him." The rat chuckled at this. Jakobe reached out to Collin and motioned behind them. From the tunnels leading back to the Tadpool came the sounds of their pursuers catching up to them. There was no time to spare. If they did not dispatch the minions, the froglodytes would be upon them!

The mice spring into acton, catching the minions unprepared! Now shuffle and deal the mouse cards to the initiative track. Then, shuffle and deal the minion cards to the track including the froglodyte initiative card, but don't add any froglodyte figures to the board yet! On their turns each mouse must use its move to leave the space they start on before the froglodytes arrive.

3 Special Rule: Froglodyte Pursuit: It didn't take the froglodytes long to discover the treachery and begin pursuit. When the froglodytes start their first turn, place 4 froglodytes on the board in either space adjacent to the exit. The froglodytes consider the rats and weasel to be enemies and will move toward, and attack them just like mice. Likewise, the rats and weasel consider the froglodytes enemies as well, and will attack them

just like mice. Follow all the rules listed in the special chapter rules above for minions fighting other minions.

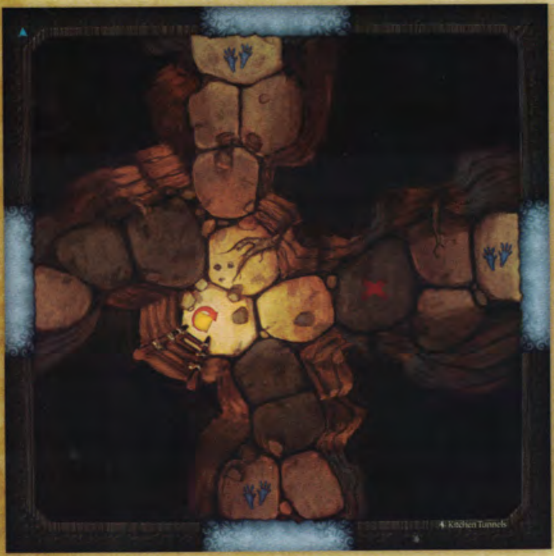
4 Special Rule: Hasty Escape: After the froglodytes arrive, any mouse can use an explore action even though there are minions on the tile. The exploring mouse must roll a die. If a ✸ is rolled, the mice are successful, if no ✸ is rolled, the mice fail, and that action is wasted. If the mice successfully explore, leave the minions on The Lair to battle it out with each other, and leave the cards on the initiative track. On their turns, the rats and froglodytes will continue to battle each other. If the minions run out of enemies, remove the surviving minions and their initiative card(s) and set them aside. We will see them again.



5 Special Search: Heal All Scroll.

6 Special Surge: 1 bullfroglodyte (*placed in the same space the froglodytes used to enter The Lair*) who will also move toward and attack mice and other non-froglodytes.

Kitchen Tunnels



Whole tile:

1

2

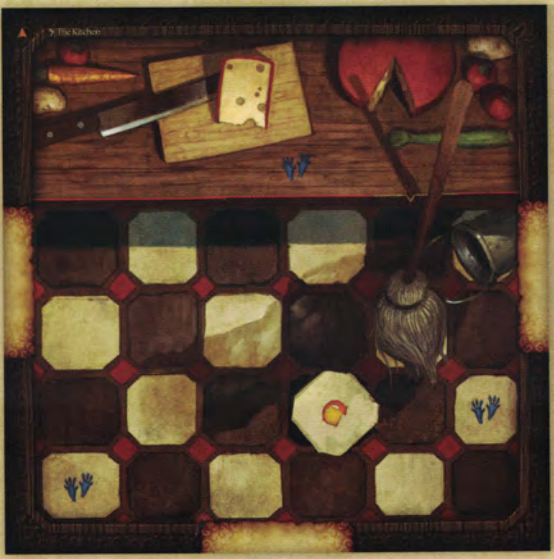
3

1 Special Setup: When the mice enter the Kitchen Tunnels, place 8 roaches on or adjacent to the flip space and add their card to the initiative track. Then continue playing. (*Remember the battle might still be raging in The Lair.*)

2 Special Rule: These roaches are going up into the farmer's wife's kitchen on a scouting mission for the rats. At the start of each roach turn roll an action die. The number rolled is the number of roaches that escaped, regardless of where they are located on the tile. When removing roaches, remove those roaches from spaces closest to the flip space first. Set those roaches aside. They will be part of the next encounter. Any remaining roaches will move toward the mice and attack normally.

3 Special Surge: Any 1 minion chosen from the available minions in The Lair (*if any*). Place that minion on this tile in the minion entry space adjacent to The Lair.

Kitchen



Whole tile:

1

2

3

4

5

1 Story Moment: When the mice explore the Kitchen, choose a player to read the following aloud:

> *The sun had only just begun thinking about rising when the mice pushed aside a loose tile and peered into the darkened room.*
>
> *"Seen one kitchen, seen them all," Filch remarked. The mice climbed up and followed the roaches that now climbed to the top of a large counter. Jakobe pulled a fishhook and thread from his pack.*
>
> *"No point waiting," he said, and twirled the hook around before hurling it up at the countertop. The hook held tight on the second toss, and up the companions climbed. The counter was a scene of infestation, with cockroaches swarming over everything.*
>
> *"Hold them off!" shouted Collin. "I'll search for our mysterious item of value."*

2 Special Setup: Place 4 roaches on the kitchen counter. Add to this any roaches removed from the kitchen tunnels. Add the roach initiative card to the initiative track.

3 Story Moment: When the mice defeat the last roach, choose a player to read the following aloud:

Collin kicked away the roach that was chewing on his leg and sliced it in two with a flick of his sword. His attention was quickly captured by a simple stone crock that sat upon the counter. It held a variety of kitchen utensils, including a simple wooden spoon that bore the initials "M.H." on its handle.

Gather all surviving minions from The Lair and place them on and/or adjacent to the flip space in the kitchen. Continue playing. All minions moved from The Lair will now only attack the mice instead of each other.

4 Special Surge: Spider.

5 Story Moment: When the tile is clear of minions, choose a player to read the following aloud:

"Put down your weapons!" an angry, rattling voice cried from the gloom.

"More?" sighed Ditty. "'This isn't good." Filch and Jakobe looked to Collin. They were clearly exhausted and in no shape to fight further. The prince nodded his head.

"We surrender!" he called out, and drove his sword into the countertop. They turned to face the new menace that approached them, and from out of the gloom came a flare as someone lit a candle. The faint, flickering light cast strange shadows as the stranger approached cautiously, sword held before them. "We mean you no harm," said Collin.

"That voice," said the stranger. "Is.. is it you?" the stranger asked.

"Me?" asked Collin. The stranger stepped into the moonlight that fell upon the counter, and Filch gasped before dropping to one knee. Collin stood there, and for the first time in a very long while, he felt like a little boy again.

"Father?" he asked meekly. The old white mouse smiled and dropped his sword. The two ran forward and embraced each other tightly, each afraid to let go lest they lose the other forever. "I feared I'd never see you again," said Collin.

"Look at you," said King Andon. "My strong boy. I am so proud of you."

Ditty looked at Jakobe and asked, "Do you have any idea what's going on?"

If you are reading this, it means your mice have completed the victory requirements of finding something of value. The mice are victorious! Collin found his dad! If you are playing this chapter as part of a campaign, return the king's crown story achievement token (*from the base game*) to your party stash!

The Story Continues

Choose a player to read the following aloud:

"Come father! Let me introduce you to my companions," said Collin. "First, this is Ditty, a talented little shrew with a kind soul." Ditty seemed at a loss for what to do, so she gave her best curtsy.

"A pleasure Ditty," said Andon with a bow.

"This is Jakobe, our guide in the Downwood."

"A pleasure, sir," said King Andon, though he stared at Jakobe curiously. Notch slept upon the gecko's smooth head, looking very much like a hat.

Jakobe gave a polite bow and said, "Sir."

"Sir?" exclaimed Filch. "That's the king, that is!"

"Not mine," replied Jakobe.

"It's... no matter, I assure you," said Andon with a dismissive wave. "And who might you be, good sir?"

"This is Filch," said Collin. The king raised his brow in disbelief.

"I beg your pardon son, did you say Filch?"

"Er, yes father."

"The Bandit of Old Mill Road?"

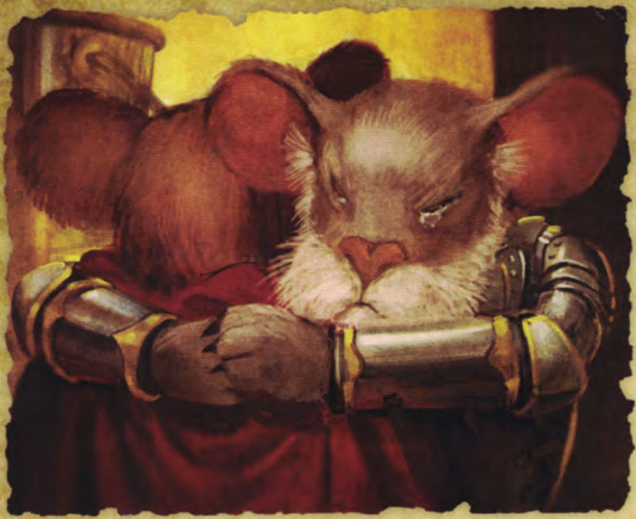
"To be fair," said Filch in what he deemed a reasonable voice, "I never actually nicked half the things people claimed during that time."

"You stole a wagon of jewels I was gifting to Nextor," replied Andon. "I remember that much. You emptied it under the watchful eye of my household guard. Only your escape across the river failed and every stone was lost to the waters."

Filch hung his shaggy head in embarrassment. "Ah well, yes. I seem to recall that as well." Andon shot his son a worried look.

"Collin, have you come here with your friends to steal? Is this who you are now?" Collin felt a pang of guilt over agreeing to the seers' trial.

"Father, no one denies Filch's past, even Filch himself. But I tell you true that since Vanestra tried to steal the kingdom from our family, Filch has acted with



honor and great bravery. He's one of the finest heroes the kingdom has ever known." The scamp's head jerked up at this.

"I am?" he asked.

"You are sir, yes, and I am proud to call you a friend. That goes for all of you." Filch, Ditty, and Jakobe all puffed up their chests and stood a bit taller at this, and Andon noted with pride at how ably his son was able to lead.

"Vanestra," the king said.

"She is dead. We slew her, father. But the castle lies empty now, and I know not how the kingdom fares without us. What of Miz Maggie? Is... is she the farmer's wife?" Andon laughed at this.

"This is her sister's house," the king said. "I am afraid the kingdom is in disarray. Brigands roam the land now, and the village where Maggie lives grew dangerous. She could not leave, but was not content to let me stay there. Now I live with her sister and brother-in-law out here in the country. They are kind people and true." The king sighed heavily.

"You worry for our people," said Collin.

"Aye. They need someone to usher them through these dark times. Alas that it cannot be me. Or you, my brave son. But truly, I have accepted our fate. I just wish a hero would arise and find a way to combat this lawlessness."

"Collin," said Jakobe. "I don't mean to be rude sir, but time is of the essence." Collin nodded his head.

"You're right of course. Come father, there is too much to tell you here. Pack your things and we will away." But the king just smiled proudly at his son, and shook his head.

"No, my boy."

"But father!"

"I have grown old and am in no shape to travel cross-country. I see the wounds on you. I would be of little use in a fight. I'm afraid I'm just not the man I once was." Collin looked at his father's mousey body, and the two of them burst with laughter. "I am not the mouse I once was either," the king said. "But I do not have to be. No. I look at you now and my heart aches from the happiness you give me. I know your mother is watching, and she is proud as well."

Collin blinked back tears, and said, "Father-"

"No, wait here a moment," and the king scampered off into the darkness. When he returned a minute later, he carried his crown.

"No," Collin said flatly. "It is yours."

"Incorrect," countered Andon. "The crown belongs to no man or woman. It belongs to the kingdom, and right now I can do nothing for the kingdom. Past kings and queens gave up the crown when they were no longer able to serve. Now it is my turn. It was an honor to serve the realm as a young man, and it is an honor now to pass it to my courageous son." And the king held the crown aloft and it glimmered as dawn's first light danced over it. "All hail King Collin!" Andon cried.

"King Collin!" cried the others as they fell to one knee (even Jakobe).

"Do you swear to serve the realm and protect its borders and people?" Andon asked.

"Aye. I do."

The king smirked and asked, "Do you swear to protect all creatures that dwell in its borders, great and small alike?" Collin grinned.

"Aye. I do." Andon placed the crown upon his son's head.

"And so the legacy continues, albeit in secret."

Collin placed both paws upon his father's shoulders and said, "I swear to you, I will restore the kingdom."

"I know." And the king smiled. "Come now! Everyone on your feet! The sun rises and as Mr. Jakobe said, time grows short. I shall give to you a carrot the farmer here gifted me – it has many rare properties. Show it to any rabbit in the vicinity, and they will happily give you swift passage to the location of your choosing."

"Give Miz Maggie my love," said Collin. "And look for my return. I will be back father, and soon."

Chapter Five:

The Shores of Tricklemoore

Choose a player to read the following aloud:

While Collin, Filch, Jakobe, and Ditty all bravely faced down the raging molox, their friends found themselves embroiled in a different peril. Tilda and Nez had been thrown into the dangerous rapids of the Tumbledown. The healer was quickly ripped from Nez's large hands. He screamed in panic, but the roiling rapids pulled him under and sent him spinning in a tumble. Seconds later, Lily dove into the water after them. She could see Nez was floundering, but so too did she see Tilda's unconscious body being swept downstream. There was a loud ker-sploosh as Maginos and Neré plunged into the icy water.

"Too much!" Lily cried. "I cannot save them all!" But Neré quickly resurfaced and she seemed to have Maginos.

"Lily!" She turned and saw Ansel by the waterfall. "I'm going after Tilda – save Nez!" And with that the warrior dove into the Tumbledown and swam towards Tilda with all his might.

Lily fought the current as best she could, but the tinkerer went under before she could reach him. She took a terrific chest full of air, then dove into the icy waters. Yet it was too dark to see, and the water spun her around. Her desperate fingers found nothing but rocks and plants, and soon she had to resurface. It was no use. All she could do was fight her way over to the riverbank where she pulled her shivering, aching body up on the shore.

"Psst! Lily!" Turning she saw Maginos, Neré, and Nez waving to her – from the other side of the stream.

"Oh no," she moaned.

Chapter Objectives

Transport Tilda to Puddleby.

Victory Condition

The mice are victorious if they can safely transport Tilda to Puddleby, clear the tile of minions, and place her in the pool for healing.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have healed Tilda in Puddleby, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. If playing this chapter as part of a campaign, the party cannot include any of the mice used in chapter 4.

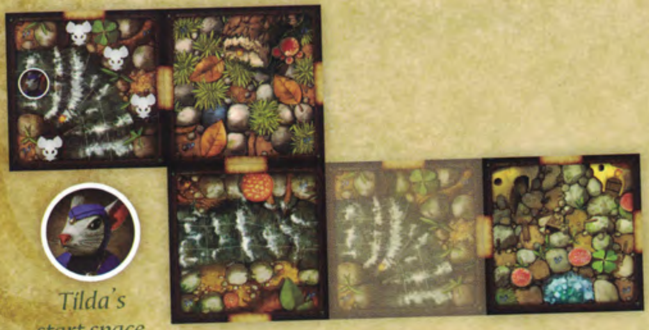
Tilda cannot be chosen as she is in need of medical attention! Tilda, is unconscious, and must be transported to Puddleby.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. The difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown below:
Tumbledown, Spiritsburrow, Tricklemoore, Puddleby.



Tilda's start space.

Note: Tumbledown is used twice. The special rules for this are in the next column.

Place the 4 mice chosen for this chapter on the 4 spaces indicated. Place Tilda on the indicated space and turn her figure on its side to indicate that she is not conscious. Then reveal an encounter card to start the chapter.

Special Chapter Rules

Tilda Swept Away

At the start of this chapter Tilda is unconscious and floating downstream. While in the water, make sure Tilda's initiative card is included with the party's, and is dealt to the initiative track along with the other cards. While in water, each time Tilda would take a turn, simply move her figure 1 space directly down stream in the direction of the current (*2 spaces if it's raining*).

Pulling Tilda Out of the Water

The mice can attempt to pull Tilda out of the water. On its turn, a mouse that is in a water space with Tilda can pull her along when it moves to another water space. A mouse moving from a water space onto a land space or a space with a leaf boat or turtle space, cannot pull Tilda out of the water on its own. There must be 1 or more friendly mice on the destination space to help pull her out. Each mouse involved rolls an action die. It requires 2 ✸ for the mouse and Tilda to be pulled out of the water. If successful, place Tilda and the rescuing mouse on the destination space. A party item like the fishhook and thread cannot be used to get Tilda out of the water. As soon as Tilda is pulled from the water onto land, turtle, or leaf, remove her initiative card from the initiative track and follow the rules below for moving Tilda across land. The first time the mice successfully pull Tilda out of the water, advance the chapter end marker 1 page space on the chapter track.

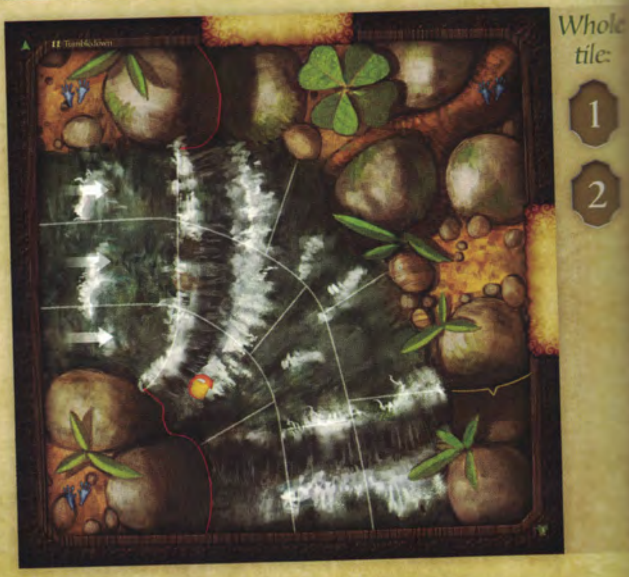
Moving Tilda Across Land

A mouse that begins its move in a space with unconscious Tilda, can carry her. That mouse's move attribute is reduced to 0 when carrying Tilda. Move Tilda's figure along with that mouse to show she has been carried. The mouse still rolls a die to determine their limited movement. The unconscious Tilda stays on her side and does not add to space limits. Minions will not stop when moving into a space with unconscious Tilda, unless there is another mouse there to attack.

Tumbledown Used Twice

The Tumbledown tile is used twice in this chapter. After the mice explore out of Tumbledown the first time, move the Tumbledown tile to its new position on the east edge of Tricklemoore (*see example above*). The second time the mice are on Tumbledown, treat it as a new tile.

Tumbledown 1

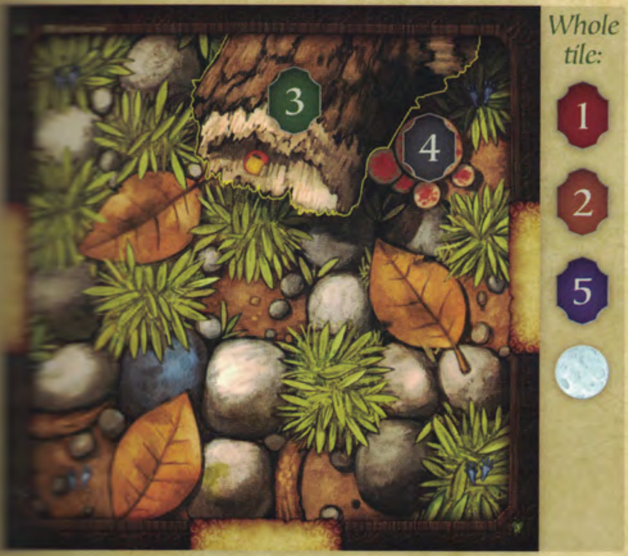


1 Special Rule: Dangerous Water: If a mouse ends its turn on any of the water spaces on this tile, in addition to drifting downstream, roll a die. if you roll a ✸ that mouse receives 1 unblockable wound. A mouse on a turtle or leaf is not harmed by the dangerous water.

Note: *Tilda cannot be harmed by this danger.*

2 Special Rule: Tilda Swept Off The Edge: If Tilda gets swept off the edge of Tumbledown, the mice will need to rush to the Tricklemoore in order to get another chance at pulling her out. Remove her card from the initiative track and place her figure on the card as well. Keep her card and figure nearby. Any other mouse swept off the edge is captured as usual.

Spiritsburrow



1 Story Moment: When the mice explore Spiritsburrow, choose a player to read the following aloud:

They ran with all their might, though their waterlogged condition made the going difficult.

"I see her!" Nez yelled as he made out Tilda's body being borne along the Tricklemoore. "If we can make it to the bend we'll have an easier time catchin' her!"

But Ansel suddenly threw out his arms, stopping them in their tracks. "Shhh!"

Nez swatted away a mosquito as big as his paw. "What's the holdup pretty boy?" he demanded, and Ansel clapped a paw over the tinkerer's mouth before pulling him down into the tall blades of grass.

"Spiritburrow!" he hissed. Before them lay a clearing dominated by an ominous fallen log, from whose gaping, jagged mouth there was nothing but darkness. "Locals say this place is haunted. Strange noises have been heard, coming from inside the log. Those who sought to explore it were never heard from again."

"Ah, now I understand," said Nez. "You lot stay here cowerin', I'm off to find my friend."

"There is definitely something very strange about this place," observed Neré. Just then, a single fearie warrior flew out of the forest and hovered around the log. It looked around as if in fear of being followed, then darted into the log.

"You see?" whispered Ansel.

"All I see's yer yellow belly," spat Nez, and he took to his feet and darted into the clearing.

"What's that sound?" Lily asked. "Like something moving fast through the foliage. I'd almost describe it as a slithering sound."

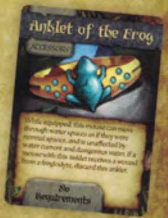
"Snake!" yelled Nez, and looking up they saw him running back to them, his eyes wide fright. From behind him rushed the massive form of Hesster!

"Ssslow down!" the snake demanded. "It'sss time for my breakfassst."

2 Special Setup: When the mice explore Spiritsburrow, instead of revealing an encounter card as usual, place coiled Hesster on the minion entry space farthest from the mice. Remember, after dealing his initiative cards to the initiative track, make sure the Hesster Strikes card is higher on the initiative track than Hesster Coils. Switch them if necessary.

3 Optional Side Plot: Investigate the Log: The mice can escape Hesster and investigate the hollow log where the fearie scout went. If all mice are on the flip space, a mouse can use an explore action even if Hesster is still in play. Note that if the mice leave this tile without defeating Hesster, if they subsequently return to this tile, he will be there waiting for them to encounter again!

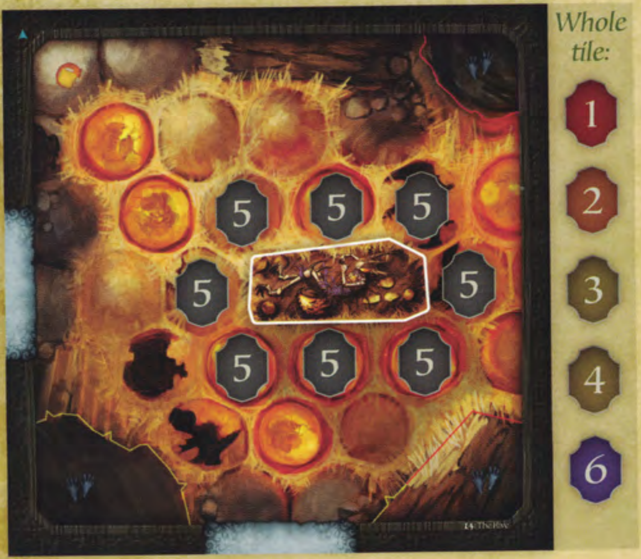
4 Special Search: Anklet of the Frog. (*Note: This helps a mouse move through water.*)



5 Special Surge: Hesster Hypnotizes. If Hesster is in play, each active mouse within sight of Hesster must roll a number of dice equal to its lore value. If a mouse fails to roll a ✷, place a stunned marker on that mouse. Move the hourglass as usual.

Nightfall: If it is nightfall when the mice explore Spiritsburrow, in addition to any minions, also place the Olga the Owl token on the tile normally, and follow all the rules for Olga the Owl found on page viii of this story book.

The Hive



1 Story Moment: When the mice explore The Hive, choose a player to read the following aloud:

They fumbled through the moldering darkness of the hollow log. The old woody smell actually made Lily feel homesick, but the others crept forward cautiously, their weapons drawn and at the ready. Soon they were able to make out a warm orange glow ahead.

"Careful now," Maginos warned.

They descended into an open chamber that was sectioned into numerous geometric shapes that covered the floor, walls, and ceiling. Some of the sections had been torn open and wept a clear, oozing fluid. Some were filled with a foul, milky substance, and still others were sealed and pulsed with an orange glow. Within them floated humanoid shapes that twitched here and there.

"Ye gods!" gasped Nez. "What is this place?"

In the center was a rectangular pedestal, swarming with fearie young. Atop the pedestal lounged a large fearie female. They could see she had been powerful once, perhaps more powerful than any of the others, but she seemed weak now

"You have entered the sacred ascension chamber!" cried the fearie. "The penalty is death!" She broke into a coughing fit, her face changing colors from the strain.

"We apologize for the transgression," said Maginos with great solemnity. "Such was not our intention."

"My time grows short," gasped the fearie. "I must find my successor before the moon is new. If I cannot, all will be lost."

"She's the queen," said Lily, and she took in their surroundings. "This is a… hatchery of some sort."

"Ya mean I'm walkin' over babies?" Nez looked down in horror, terrified his weight would cause him to break through the surface.

"You are!" cried the queen. "And the penalty for that is death!"

"I sense a theme here," sighed Maginos. Fro the edges of the chamber stepped fearie guards, their faces twisted in anger, their bodies clad in insectoid chitin.

"Well, we know where the fearies are coming from," said Lily.

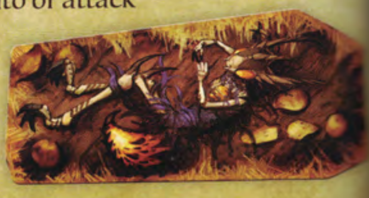
"And we know how to stop them too," laughed Nez as he slapped the head of his hamm against a paw.

"I know what you seek!" screamed the queen, her voice raspy. "You threaten my heir! You threaten our hive!"

"Is there a penalty for that?" asked Nez. "An if so, what might it be? I only ask because I think it's death, but Sir Fancy Britches here thinks it might be puddin'," and he jerked a thumb at Ans who sighed wearily. The queen snorted in disgust at such disrespect, and waved her guards forward with a trembling hand.

The mice must fight these fearies and then flee The Hive before the dying queen calls more to the battle!

2 Special Setup: Instead of revealing an encounte card, place 4 fearies normally. Place the fearie queen token on the rectangular special area space in the middle of The Hive. The mice cannot move onto or attack the fearie queen. The fearie queen token blocks line of sight.



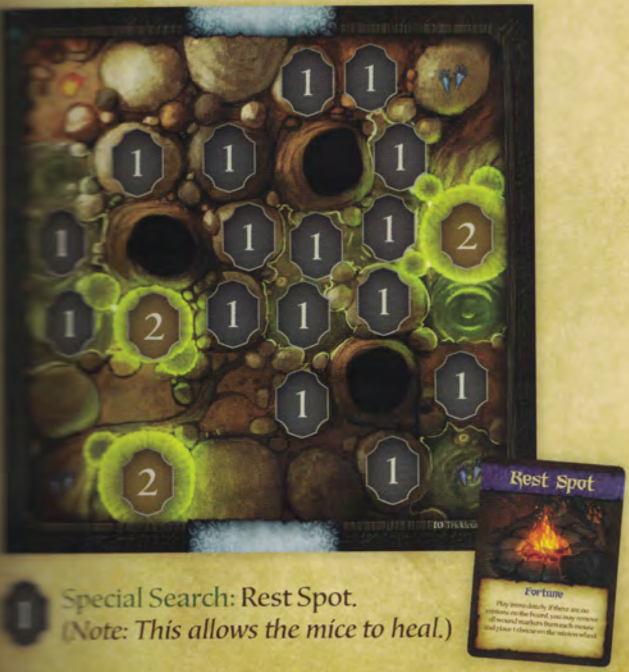
3 Special Rule: Moving Onto Embryo Chambers: The Hive is filled with fearie larvae. You can see them in some of the embryo chambers. Some of the larvae have already hatched and left empty embryo chambers with ruptured covering. Mice cannot move onto the empty embryo chambers, nor can they move onto the space with the fearie queen.

4 Special Rule: Attacking While On Embryo Chambers: The embryo chambers are fragile. When a mouse rolls a melee attack while standing on an embryo chamber with a larvae or with a top that is not ruptured, if that mouse fails to roll at least 1 hit, its swing went wild and damages the embryo chamber. If the mouse was on an intact embryo chamber, it falls through and receives 1 unblockable wound. Knock that mouse down. If the mouse was on a chamber with a larvae, the fearie queen lets out an angry shriek, and blasts that mouse with a purple beam of crackling magical energy. Roll a ranged attack against that mouse using 4 dice.

5 Special Search: The fearies like to collect shiny things. There are valuables piled around the fearie queen's bed. The first mouse to successfully search any space adjacent to the queen, can look through the search deck, choose any 1 party item, then shuffle the search deck.

6 Special Surge: 2 fearies.

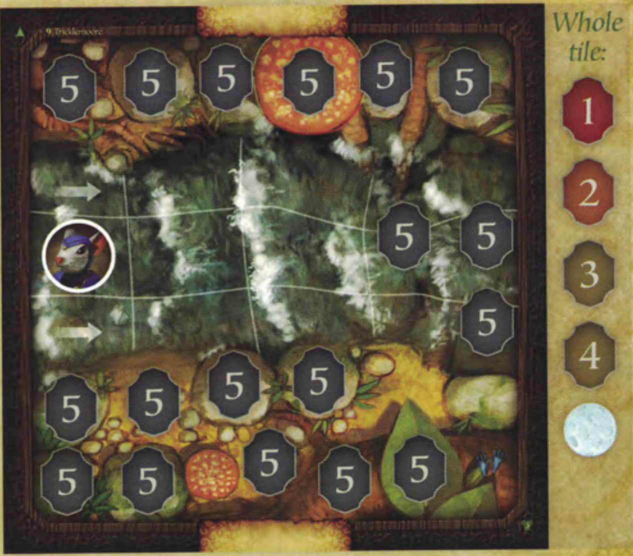
Trickleunder



1 Special Search: Rest Spot. (*Note: This allows the mice to heal.*)

2 Special Rule: Bouncing Mushrooms: Instead of a normal move, a mouse that begins its move on a mushroom, can bounce. Place the mouse on any other mushroom on this tile.

Tricklemoore



1 Story Moment: When the mice explore Tricklemoore, if they have not pulled Tilda from the water yet, choose a player to read the following aloud:

> *They stopped at the river's edge and immediately began scanning the waters.*
>
> *"We're too late," moaned Nez, and he sunk to his knees.*
>
> *"No!" cried Ansel. "Look!" They followed his finger and saw Tilda floating lazily through the water.*
>
> *"Saints be good, we're not too late!" Maginos exclaimed. "Quickly everyone!"*

2 Special Setup: If the mice have already pulled Tilda from the water earlier, there are no special setup rules. Reveal an encounter card as usual.

If Tilda has not been pulled from the water yet, place her figure in the middle water space on the western edge (*marked above*) and add her initiative card to the rest, then reveal an encounter card and continue normally.

3 Special Rule: Calmer Water: It's easier to pull Tilda out of the water on Tricklemoore. When rolling to pull Tilda out, it only requires 1 ✷ to successfully pull her to safety. In this way, even a single mouse can attempt to pull her out.

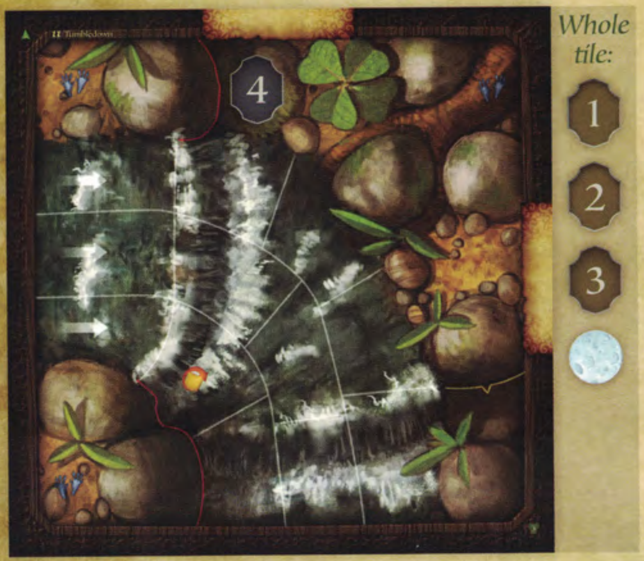
4 Special Rule: Leaving Tricklemoore by Water: Tricklemoore and the next tile Tumbledown, are only connected by water. The mice can only move off of Tricklemoore by using the water. Place the mouse (*or mice if they are all on a leaf boat*) on the next available water space on Tumbledown. When the first mouse crosses over to Tumbledown in this fashion, reveal a new encounter card and place new minions as if that mouse had used an explore action into Tumbledown. Any other mice still on Tricklemoore, can now use the water normally to cross over to Tumbledown (*unless it's Tilda, of course*).

On their turns, any minions on Tricklemoore will use their move to try and follow the mice onto the next tile also using the waterway.
When a mouse or minion enters a new tile by way of water, its turn ends.

5 Special Search: Leaf. Place a leaf token in your party stash. As a free action, a mouse can remove the leaf from the party stash and place it on any adjacent empty water space to create a leaf boat. Once this leaf is placed in this way, it cannot be picked back up, and is now drifting.

Nightfall: If it is nightfall when the mice leave the Tricklemoore, any minions left will not follow the mice onto Tumbledown. Remove them when the last mouse leaves this tile.

Tumbledown 2



1 Special Rule: Dangerous Water: If a mouse ends its turn on any of the water spaces on this tile, in addition to drifting downstream, roll a die. if you roll a ✸ that mouse receives 1 unblockable wound. A mouse on a turtle or leaf is not harme by the dangerous water.

Note: Tilda cannot be harmed by this danger.

2 Special Rule: Tilda Swept Off The Edge: If Tilda gets swept off the edge of Tumbledown 2, the mice have lost this chapter!

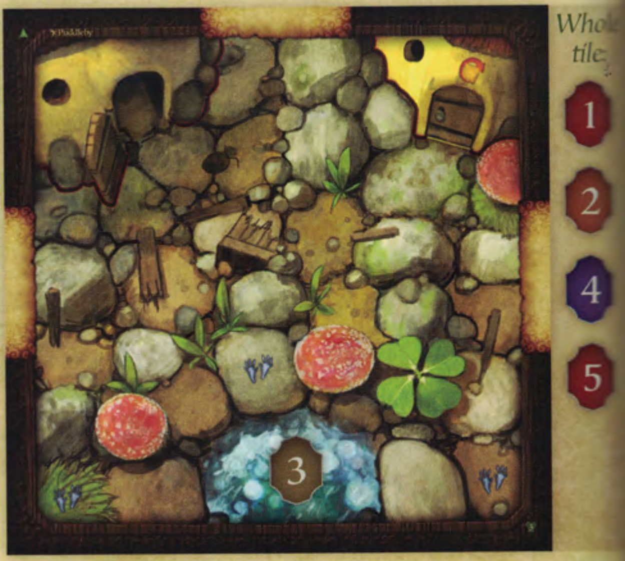
3 Special Rule: Help from the Nobbles: If you are playing the chapter as part of a campaign, and you have the Woody Nobbles story achieveme token in your party stash (*found in chapter one and chapter two-B*), the mysterious nobbles inexplicably help pull Tilda from the water. Add 2 additional dice when rolling to pull Tilda from the water on this tile.

Rest Spot
Fortune

4 Special Search: Rest Spot.
(*Note: This allows the mice to heal.*)

Nightfall: If it is nightfall when the mice explore Tumbledown, in addition to any minions, also place the Olga the Owl token on the tile normally, and follow all the rules for Olga the Owl found on page viii of this story book.

Puddleby



1 Story Moment: When the mice explore Puddleby, choose a player to read the following aloud:

> *Puddleby was silent. Not even a bird sung in the trees overhead. Its streets were empty, an if its citizens were indoors, they did not linger b the windows.*

"Where are the people?" Lily wondered. "Has the town been abandoned?"

"Mostly," replied Ansel. "Those left must hide inside. But we have no time to puzzle as to why. The town is built upon a pool with mystical healing powers. We must get Tilda into its waters at once. Follow me." But as they crossed those eerie vacant streets, several fearies flew into view, shouting threats at the heroes in their angry fearie tongue.

"Get her to tha waters!" shouted Nez. He turned to the fearies and shouted, "The town of Puddleby ain't for the likes of you! Yer tresspassin'." A wicked grin stretched across his face. "Tha penalty for that," he growled, "is death."

2 Special Setup: Instead of revealing an encounter card, place 4 fearies. If the mice defeated Hesster at Spiritsburrow, only place 3 fearies.

3 Special Rule: Healing Tilda: To heal Tilda (*and potentially win this chapter*) the mice need to carry her into the pool.

4 Special Surge: Molox.

5 Story Moment: If there are no more minions on the tile and Tilda is in the pool, the mice are victorious! Choose a player to read the following aloud:

Tilda's eyelids flickered before slowly opening. She stared up into Maginos's worried face. She slowly became aware she was lying in a pool of warm water that swirled in strange, sparkling patterns.

"Maginos?" she asked. "Where in the world am I?"

"Tildy!" cried Nez, and the burly mouse dropped to his knees beside her. "I thought I'd lost you. I just..." and he wiped away tears from his cheeks with the back of his wrist.

"I've had the most peculiar dream," Tilda said. "I saw King Andon. Not as a mouse, but as a human. He had lost his crown, and he wept because of it. It was so strange. I tried to comfort him, but he looked at me and I suddenly realized that he did not weep from any kind of sadness. Then he and I sat down, shared a trout, and played a game of Don't Smack the Judge."

"As a human?" asked Ansel.

"Best not to ask," said Neré.

"We are not alone!" cried Lily as she pointed her bow at the edge of the clearing. The others drew their weapons, and Nez crouched to cover Tilda as she climbed from the pool.

"Raise no alarm, we mean you no harm!" cried a strange voice. A battered family of gnomes emerged from the trees, the parents raising their arms in surrender. Ansel sighed with relief when he saw their green thumbs. There were seven of them altogether: an elderly mother and father, and five children, and they were all dirty and ragged. The parents bore serious wounds. "I do not wish to beg a stranger, but my family's in great danger," said the father. "We've run afoul of a vengeful owl!" His words were punctuated by a shadow that passed over the village.

"It's followed them!" Lily exclaimed.

"Quickly, into that house!" shouted Ansel, and he ushered the family into the nearest dilapidated hovel.

If you are playing this chapter as a campaign and you do not have the gnome grow ability card yet, the gnomes share some useful information as a show of gratitude. Choose a character in your party. Give that character the gnome grow ability card for free!

The Story Continues

Choose a player to read the following aloud:

They cut through the cool night air, clutching the fur of their rabbit mounts. Up over roots and down into hidden burrows they went, zigging around bushes and zagging past rocks. It was a terrifying trek, but Collin's mind kept wandering back to his meeting with his father. When he was a young boy his father had seemed larger than life. Strong and tall, King Andon had been quick to smile and seemed to have a solution to every problem. But now there was a frailty to his father, and Collin realized their time apart had allowed him to finally see Andon for who he truly was – not a legend or a hero, but another living person, fragile like everyone else.

They arrived back at Echo Cavern in record time, but as he crossed the waterfall, Collin dreaded what he would tell the seers. The three oracles hobbled out of the darkness once again, but this time they seemed pleased, for the same small smile played across all their faces.

Collin shook his head and said, "I am sorry. I could not do what you asked. I have not brought back anything of value with me."

"O-ho!" said the seers. "Is that so?"

"Well, I mean I brought back something," Collin admitted, "But it's not what you think."

"You claim to know our minds then?"

"No, of course not. But what I found was never yours. It's mine. Or rather it was my father's, but now it's mine."

"Yours," said the trio. And Collin remembered what his father had said.

"Well no, not mine exactly. It belongs to the kingdom."

"And from the kingdom it was taken."

"Is that it then?" asked Collin. "I had to retrieve the crown? If the trial is complete will you tell us where our town might find a suitable place to live? Or must I give you the crown?"

"The trial is not complete," said the seers, and they turned away. "It continues."

"Continues?" cried Jakobe. "For the love of… when does it end?"

"When does anything end?" the three blind mice asked as they hobbled away. "Go to Puddleby. Seek out your friends."

"Very well," said Collin. "And then I shall return to see you again."

"Will you?" came the response. "We are not so certain."

"We had a deal!" Collin yelled into the darkness, but the oracles had vanished and no reply came.

The rabbits generously agreed to carry the heroes to Puddleby, but the trip was a bitter one for Collin. What were the seers playing at? In his mind he imagined the people of Barksburg marching toward the Downwood, all of them expecting him to have a new home for them, all of them needing him to protect them, all of them fragile. Like his father.

Collin was nearly thrown from his mount as the fo rabbits desperately slid to a halt on the forest road.

"Whoa there!" yelled Ditty. "Who goes there?" And from out of the underbrush stumbled a pitiable creature gasping for breath.

"McReedy!" yelled Filch. The sheriff's clothes were torn, his fur in disarray and in his eyes there was a fera look of panic.

"Ma-Ma-Malodor!" stammered McReedy. "He's taken over!"

"The Barksburg Nut!" Collin cried. "You promised t safeguard it! Quickly everyone – to Headfall Hollow!"

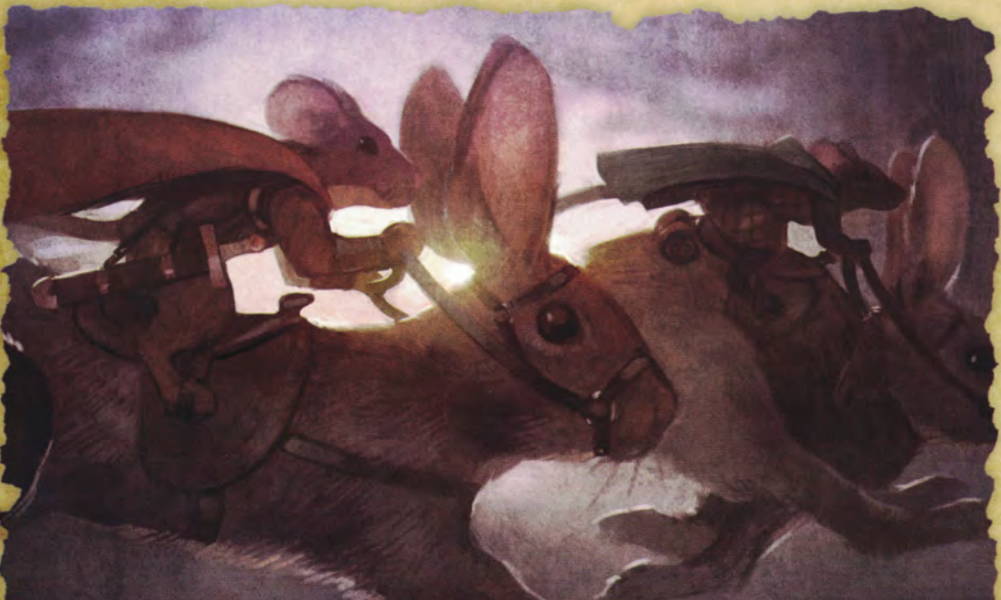
"Now hold on there young man!" McReedy bellowed. "Cease your slanderous speculation and allow a squirrel a moment to speak!" And the sheriff slid a satchel off of his wide shoulders, and reaching inside he drew out the beautiful acorn. Sunlight fell through the leaves above and settled gleaming on its golden shell. "That never gets old," McReedy said with a sigh. "Simpl delicious."

Collin gave a laugh and clapped his paws. "McReedy you magnificent rodent! I am sorry for doubting you. You have carried yourself with honor."

"Well I should say so," snorted the squirrel.

"There's no time to lose. Hop upon a rabbit and we will be on our way to Puddleby."

"Puddleby? But what about Headfall Hollow? We cannot abandon them in their time of need."



"The entire Downwood is in peril," chided Ditty. "Headfall Hollow is but one piece of the puzzle now."

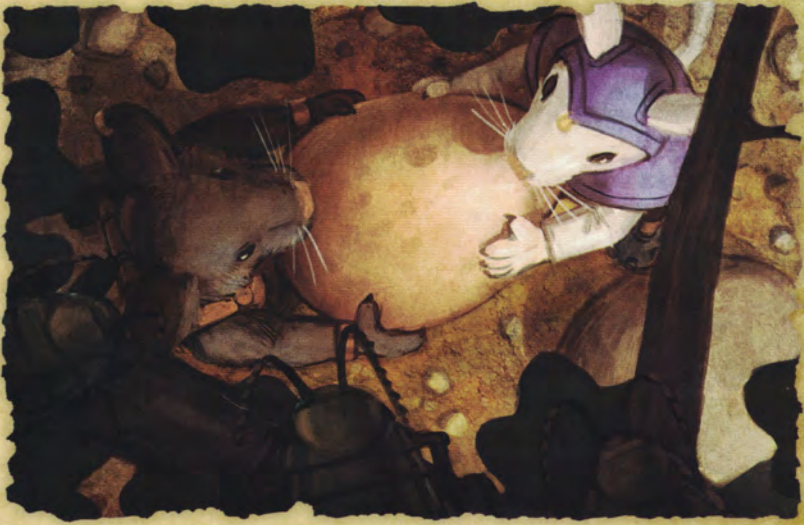
"And our friends are in Puddleby," stated Collin. "W will have need of them if we are to engage Malodor in his new seat of power." And with that Ditty hopped off h mount and joined Filch, and the sheriff waddled over to h rabbit. The beast looked the squirrel up and down, its ey wide with dread.

McGreedy gave a bashf grin. "So sorry about this ol boy," he said.

Chapter Six:

All the King's Mice

Choose a player to read the following aloud:



Collin and his companions arrived at Puddleby by midmorning. Their rabbit mounts dropped them at the town's edge, and Collin divided the magic carrot four ways between them.

"Thank you for the ride, my friends. Your graciousness may prove to be a critical part of the liberation of the Downwood." The disgruntled face on the rabbit that bore McReedy suggested it thought a quarter of a magic carrot was poor compensation, but the group hopped off into the underbrush to munch on their meals.

"Puddleby is quiet," Jakobe observed. "Something's off." The group drew their weapons and cautiously entered the town.

"Look over there," said Ditty. "Someone's watching us." A door had been cracked open, and Collin raised a hand in greeting. The door opened wider and they saw Ansel beckoning them inside. They ran in while the knight searched the sky for owlsign. The reunited friends exchanged hugs and stories, and everyone marveled at the crown Collin carried in his pack.

"Does this mean Tilda's a seer now too?" asked Nez.

"Likely her dreams came from the magic of the healing waters," said Maginos. "She already wields her own kind of magic, and doubtless the pool enhanced those abilities."

"I'm so proud of you, boy," said Tilda as she gave Collin a squeeze.

"Aye, we are all, lad," agreed Nez. "And you can bet yer britches yer 'ol pap is too."

"A real king," said Ansel in wonderment, and before anyone could stop, he had knelt before Collin and sworn to serve him until the end of his days. The gesture made Collin uncomfortable, but he tried to act as gracious as possible.

"Thank you Ansel, for helping my friends. These mice are dear to me, and I appreciate your selfless bravery." Ansel could not help grinning in pride. There was also a round of cheers for McReedy and his brave rescue of the Barksburg Nut.

"I knew you were a good squirrel," said Tilda approvingly.

"There's a question going unasked here," said Filch and everyone turned to look at him. "Did the town get eaten by gnomes?" And he jerked a thumb to the family of gnomes.

"Whenever someone makes a fuss, first thing they do is go blame us!" protested the mother gnome. And so Maginos explained they had found the town under siege and that the people were hiding. He also told of the owl attack and the plight of the gnome family.

"It would appear the owl's egg has gone missing and she blames the gnomes."

Filch blushed and muttered, "I'm not sure where she got that idea."

"Owls are known for lying through their beaks," said the father gnome. "We don't have the egg that this one seeks!"

"I think I can explain," said Collin. "We've been to the farmer who lives at the edge of the wood." The gnomes were awed by this news for they held the farmer and his wife in high regard. "On our way there we overheard a rat brag about stealing the egg. He said it was hidden somewhere here in Puddleby."

"Then we must find it at once," declared Ansel. "We shall set things aright by returning it to the nest, and end the suffering of both owl and gnomes."

"If you returned that egg then you can bet, we'd be forever in your debt," assured the mother gnome. She said it with such sincerity that Collin knew the gnomes would take that debt seriously, and in a wild place like the Downwood, one never knew when a favor from a gnome could come in handy.

"It's settled," he said, and after every one of the gnomes had shaken hands with all the heroes, they began scouring Puddleby. Those folk who would open their doors tried their best to be helpful, and soon the egg was recovered. It was found swaddled in blankets in an abandoned home, left on an old thermal vent. And thus began a daring new quest.

The gnomes were convinced the mice would never be able to get the egg safely across nearby Brokenwood Crevasse, and they worried they would be forever tormented for a crime they did not commit. But Nez hit upon a grand idea.

"With tha right tool I could cut off a limb of a nearby tree, and with some luck, it might fall right across that 'ol crevasse! Why looky there," he said pointing to a tree in the distance. "I bet that one might do just the trick."

"What shall my role be?" asked McReedy.

"Stay put for now," answered Collin. "Help guard Puddleby. We will return for you when Headfall Hollow is safe again."

Chapter Objectives

Return Olga's egg to her nest.

Victory Condition

The mice are victorious if they can safely transport Olga's egg to her nest, and clear her tree of minions.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have returned Olga's egg and cleared her tree of minions, o if all mice are captured at the same time, the mice ar defeated.

The mice are also defeated if Olga's egg is broken.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapt track.

Party Setup

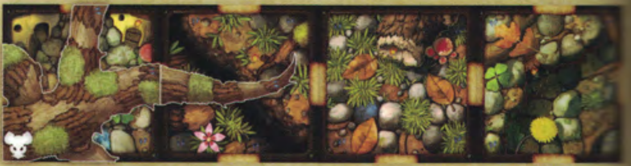
Select 4 mice to be in the party for this chapter. You will also need the Meeps and Notch tokens and initiative cards as they have a special role to play in this chapter (*set Meeps and Notch aside for now*). The mice also start with the Woodchuck's Hatchet searc card. Choose a mouse to carry this weapon.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. The difficult encounter cards are not used in this chapter

Room Tile Setup

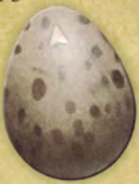
Place the following 4 tiles as shown below: Puddleby, Brokenwood, Spiritsburrow, Thistle Ridge.



Now add the tree overlay on Puddleby, and place the branch overlay so that it reaches out across the adjacent Brokenwood tile. The 4 mice being used in this chapter start on the tree climb space on the tree overlay. Also place 4 firebelly newts on the minion entry space at the end of the branch overlay.

Special Chapter Rules

The Egg



The mice need to transport the egg to Olga's nest. The only way to move the egg is to roll it. The egg is awkward and fragile. Non-flying figures cannot move into a normal space with the egg. The egg can also block line of sight for ranged attacks when targeting normal sized figures.

Moving the Egg

On its turn, a mouse can use its action to move the egg by pushing it and watching it wobble and roll. To do this, the pushing mouse must be adjacent to the egg. The mouse must turn the egg so that the arrow is pointing the direction you want it to go. The player chooses 1,2,or 3 action dice. Roll the chosen number of dice and add the number results together. Move the egg that number of spaces in the direction its arrow is pointing (*yellow lines cost 3 when moving against the arrow*). If the egg ends its move not adjacent to a mouse, flip a cheese and move the egg 1 additional space in the direction the cheese is pointing. To explore to a new tile, the exploring mouse must be adjacent to the egg when it uses its explore action on an exit space.

Egg Rolling Over Figures

If the rolling egg would move into a space with 1 or more creatures, perform a blunt melee attack against those creatures using 3 dice. If the creature(s) are not defeated by this attack, the egg stops adjacent and the creatures(s) are considered a barrier (*see below*). If the attack results in an empty space, continue the egg's rolling move. Pets, and other creatures represented by tokens, are also affected by this egg 'attack'. Ignore any cheese rolled by the egg.

Egg Damage

The egg can be damaged or even broken. A minion will attack the egg if it is the only target available. The egg has a defense of 0 against this attack, so be careful where you roll the egg. When rolling the egg, if the egg reaches a barrier but still has additional movement, the egg stops and takes damage equal to the unused movement points. Use wound markers to keep track of egg damage. If the egg receives 6 points of damage it becomes broken. The mice lose if the egg is broken.

Barriers include:

- Red lines
- Tile edges (*Exit spaces that lead to an adjacent tile, stop the egg but causes only 1 damage no matter how much extra movement the egg had.)*
- Figures

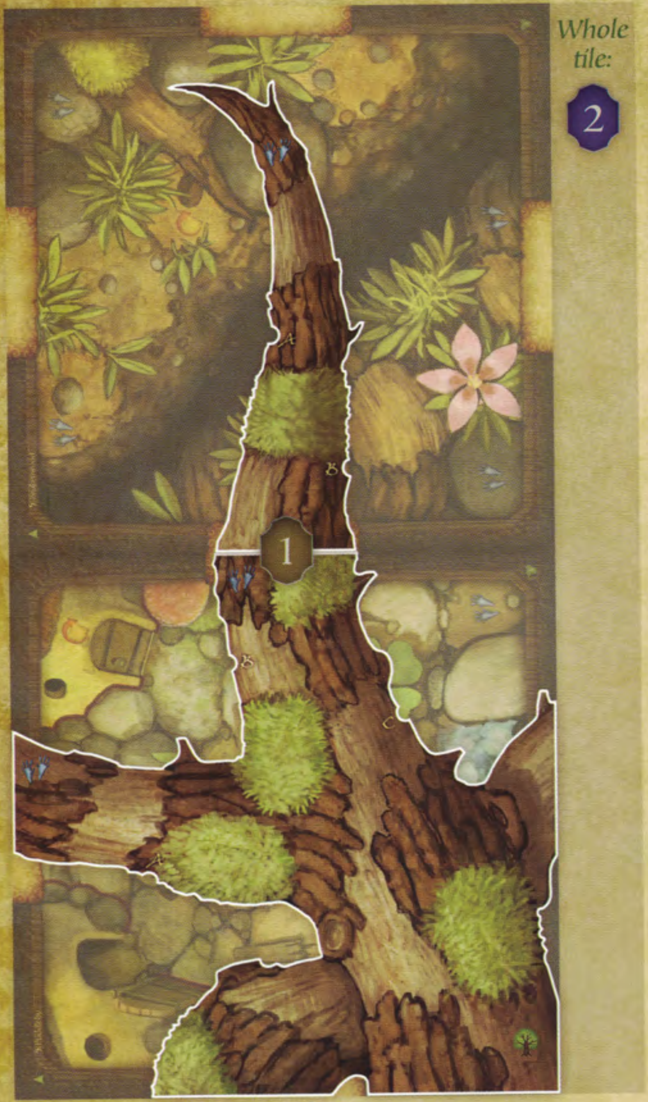
Meeps and Notch

Though Meeps and Notch are both pets, for this chapter, they are not removed as usual when the mice explore off of a tile. The players do not summon them into play. They are members of the party. They cannot move the egg because they are too small. If Meeps or Notch get captured, do not move the hourglass. Meeps and Notch can be rescued just like a captured mouse.

Flip Spaces

The flip spaces are not used in this chapter. The entire chapter takes place above ground.

Tree and Branch Overlay

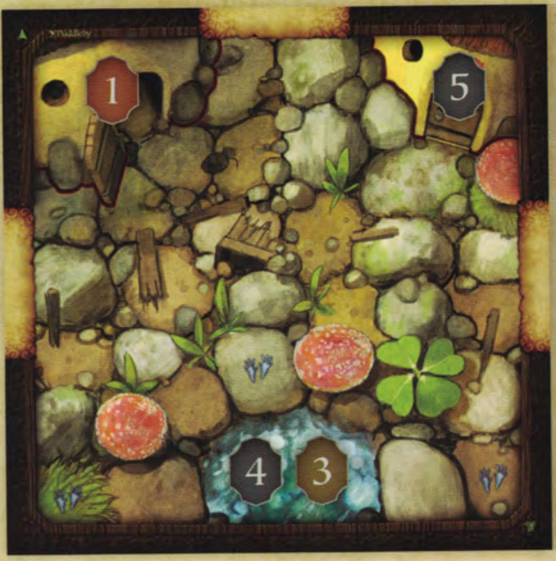


Whole tile:
2

1 Special Rule: Chopping Down the Branch: The mice are trying to create a bridge over the crevasse in Brokenwood. To do this, they have decided to chop down a branch that stretches out over the crevasse. On its turn, a mouse on a space adjacent to the branch overlay and equipped with the woodchuck's hatchet, can attack the branch. The branch does not defend and requires 6 wounds to be chopped through. Once the branch is chopped through, it immediately crashes to the ground of Brokenwood below! All figures or tokens on the branch overlay must be removed. Mice are captured, minions are defeated. Leave the branch overlay in place. The mice can no longer move normally from this tree overlay onto this branch overlay, and must explore down to Puddleby (*and when they do, just remove the tree overlay, not the branch overlay as it will serve as a bridge across Brokenwood*).

2 Special Surge: 2 firebelly newts.

Puddleby



Whol
tile:
1
2
6

1 Special Setup: Instead of revealing an encount card as usual, place Lutz and 2 rat warriors normally. Place the egg on the western hovel of Puddleby. Place Meeps and Notch on the western hovel as well. When setting the initiative track, make sure to now add Meeps and Notch's initiative cards as well.

2 Special Rule: Keep the Egg Safe: Lutz is trying to obtain the egg on orders from Malodor. They want to use it to gain the favor of Hesster. Lutz is strong enough to carry the egg on his own. He will move toward the egg on his turns and will not stop when adjacent to mice. If he moves onto the egg, he will not attack on that turn, and instead will pick the egg up (*Note: Lutz is allowed break the rules and move onto the egg because he picking the egg up*). If he starts a turn on the egg, will move away with it toward the farthest minio entry space, ignoring the mice. If he ends his mov adjacent to a mouse, he will attack normally. If Lutz moves onto the minion entry space with th egg, the mice immediately lose!

3 Special Rule: Healing Waters: If there are no minions on the tile, any mouse on the water special area of this tile may spend its action to remove 1 wound marker from its card.

Fish hook & Th
PARTY ITEM
No Requirements

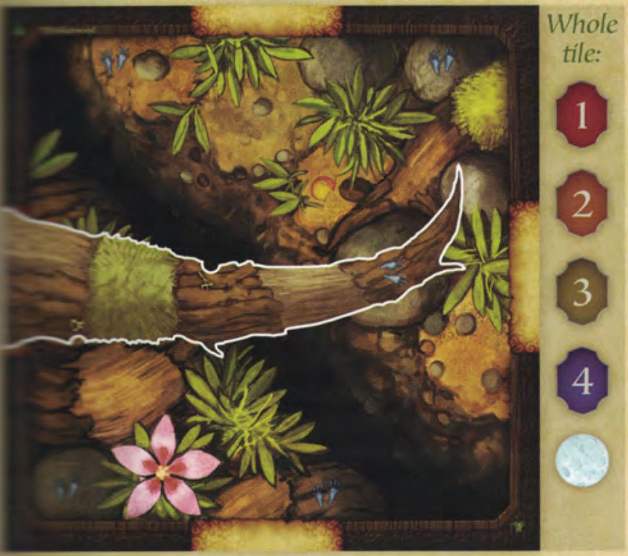
4 Special Search: Fishhook & Thread. (*Note: The mice will need this item later in this chapter.*)

5 Special Search: Levitate Scroll. (Note: The mice will need this item later in this chapter.)

6 Special Surge: 2 fearies.

Levitate
SCROLL
Requires

Brokenwood



1 Story Moment: When the mice explore Brokenwood, choose a player to read the following aloud:

Lily tested the newly fallen branch by running across it several times.

"It seems sturdy enough," she said. "And the way ahead looks clear." And so they began to roll the egg up and onto the branch.

"Here goes nothin'," Nez said nervously.

"Look on the bright side," said Filch. "If the egg slips, we can stuff ourselves on omelets." No one laughed.

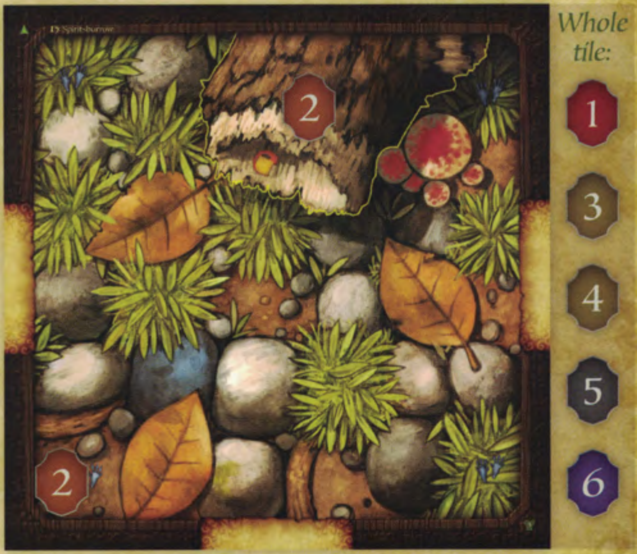
2 Special Setup: Because the mice chopped it down, the branch overlay should still be on this tile! It is considered part of the tile. Place the egg on the bark space of the branch overlay nearest Puddleby. Place the mice and pets on the other space. Now reveal an encounter card normally, and when dealing cards to the initiative track, make sure to include Notch and Meeps.

3 Special Rule: Moving onto or off of the branch. Moving onto the branch costs 3 move points. When rolling the egg off the branch, add an additional action die when rolling for the egg's movement. If the egg rolls into the crevasse, the mice lose this chapter. Note that the branch may partially cover some spaces. Partially covered spaces are only counted as spaces if a mouse's base can fit in the space, and can only contain as many figures as the space physically allows. The egg cannot stop on a partial space, and will roll to an adjacent space instead when ending its roll. The branch tip can be used as an exit space if it is obscuring one of the exit spaces to Spiritsburrow.

4 Special Surge: Malodor. He wants that egg for a scheme he's cooking up.

Nightfall: Nightfall makes the branch bridge dangerous. One false move and a mouse could fall in the crevasse. While on any branch space adjacent to the black void area of the crevasse, if a mouse receives 1 or more wounds, it has slipped off the edge. Place that mouse on the crevasse beside the branch to show that it is hanging on by its claws. On its turn, a mouse that is hanging off must use its turn to attempt to climb back up using the same rules for climbing out of water. Failure to climb up results in the mouse being captured.

Spiritsburrow



1 Story Moment: When the mice explore Spiritsburrow, choose a player to read the following aloud:

They watched the fearies darting in and out of the hollow log.

"What on earth is going on inside that log anyway?" asked Jakobe.

"Trust me," said Maginos, "It is best not to dwell on such things."

"Now!" hissed Collin. The way had suddenly become clear and not a single enemy was in sight. But no sooner had they rolled the egg into the open, but three fearies zoomed out of the trees, screaming at them in their strange tongue.

"Protect the egg!" cried Neré.

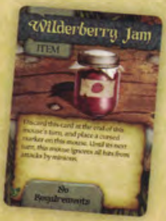
2 Special Setup: When the mice explore into Spiritsburrow, instead of revealing an encounter card as usual, place 3 fearies on the hollow log. Also place the tree climb marker in the south west corner.

3 Special Rule: Reinforcements: When you defeat a fearie, place that figure on the fearie initiative card. At the beginning of each fearie turn, if there are any fearies on their card, roll a number of action dice equal to the number of fearies still in play. If you roll 1 or more ✸, remove 1 fearie from the initiative card and add it to the board on the hollow log special area.

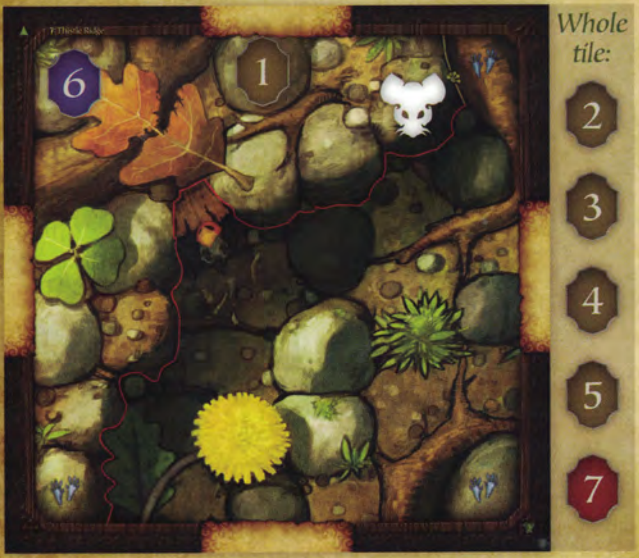
4 Special Rule: Bug Mission: After clearing this tile of minions, the mice decide to split up by sending Notch and Meeps into the tree to scout it out. Place Notch and Meeps on the tree climb token, and remove their cards from the initiative track for now. Then continue the chapter.

5 Special Search: Wilderberry Jam. (*Note: Allows a mouse to avoid minion attacks.*)

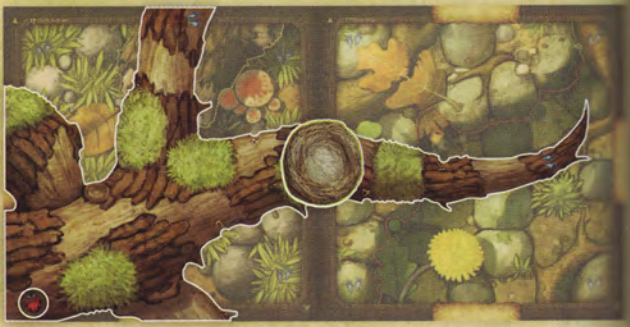
6 Special Surge: 2 bullfroglodytes.

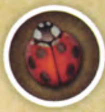

Wilderberry Jam
ITEM
Discard this card at the end of this mouse's turn, and place a cursed marker on this mouse. Until its next turn, this mouse ignores all hits from attacks by minions.
No Requirements

Thistle Ridge



1 Special Rule: The mice need to get the egg to thi space. Upon moving the egg onto the indicated space, and clearing the tile of minions, gather the mice on the space marked with the white mouse head icon above. Remove the bugs from Spiritsburrow, add the tree overlay to Spiritsburrow, and add the branch overlay so that it stretches over Thistle Ridge. Also add th nest to the indicated spaces. Now place both bugs on the tree climb space on the tree overla as shown below.




Notch and Meeps start space.

Add 2 roaches to the tree and branch overlay, and 4 more roaches on the minion entry space on the upper level of Thistle Ridge. Then choos a player to read the following aloud:

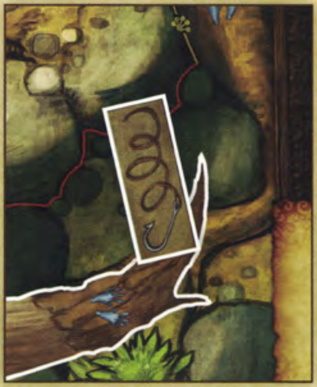
Meeps and Notch skipped along the upper bowers of the trees.

"Do not get too far ahead you two!" called Maginos from below. But Meeps and Notch pai the warning little mind. After all, their masters were a couple of worry-warts. The sun was shining and the air was warm – a perfect time f being a bug! They started an impromptu game i which Notch rolled forward and Meeps leapt on his back. Notch would then launch Meeps into the air, roll forward again, and Meeps would lan fluttering on his friend's back. It would not have looked like much of a game to most onlookers, bu to bugs this was a ridiculously good time. Until th frogs showed up.

Far below on the forest floor, a large host of amphibians was silently drawing near, and to Meeps and Notch's horror, the heroes of Barksbu were completely unaware. Meeps and Notch looked at each other. How typical! But before they could zoom down to warn their friends, wha should appear but two surly cockroaches. Now anyone who knows roaches, knows they can be ill-tempered in the best of times. But these two roaches had been stepped on by a bear earlier in *the day, and had been taking out their frustration on every bug they ran across, punching them in the legs for cruel sport.*

Meeps and Notch swallowed nervously, and the roaches made angry gestures that suggested they still had a large number of leg punches left to dole out.

Now gather all the initiative cards needed, including the bugs and roaches, and deal them to the initiative track normally.



2 **Special Rule: Fishhook and Thread:** Meeps and Notch need to secure the fishhook and thread to the end of the branch so that it reaches the space indicated. Use Meeps flying ability to get there quickly. As soon as one of these pets reaches the end of the branch, place the fishhook and thread as shown.

3 **Special Rule: Advantages of the Ridge:** The ridge offers a special vantage. Any mice armed with a ranged attack can attack the roaches on the tree or branch overlay to try and help Meeps and Notch. Meeps can fly between spaces on both Thistle Ridge and the branch overlay.

4 **Special Rule: Levitating the egg into the Tree:** As soon as all the mice have used the fishhook and thread to climb onto the branch overlay, on its turn, a qualified mouse can use the levitate scroll to magically lift the egg onto the tree branch adjacent to the nest (*no mice are levitated, only the egg*).

5 **Special Rule: Hefting the Egg Into the Nest:** Remember, the nest is bordered by a yellow line and therefore costs 3 movement points for the egg to be rolled into it. Because there is no arrow along the yellow line, it also costs 3 to roll out of the nest so be careful not to roll the egg too hard or you could overshoot the nest. Because the nest is a special area, mice and other figures can occupy the nest even with the egg in it. If the egg is in the nest it will not roll randomly for not having a mouse adjacent to it.

6 **Special Surge:** 3 firebelly newts (*placed on the northwest corner of Thistle Ridge*), not on the branch overlay. *Note: mice on the tree branch can use ranged weapons to attack the minions on Thistle Ridge, and can be attacked by those minions if they have a ranged attack.*

7 **Story Moment:** As soon as the mice get the egg into the nest, choose a player to read the following aloud:

"Now where has Meeps gone off to?" wondered Maginos aloud, oblivious to Meeps's desperate leg waving high overhead. "I swear that ladybug never knows when danger is about." Lily, Collin, Nez, and Ansel all grunted as they pushed the egg up the side of the nest. It was tricky business, and several times they almost lost control of it. But finally the egg crested the rim of the nest and rolled down to the center.

"Well done everyone," gasped Collin. "That was much harder than it looked."

"Oh no," groaned Filch who had been guiding them from the rim. The entire party climbed up the side of the nest and looked down. A long crack stretched across the egg's, pebbly surface.

"Gah!" cried Tilda. "How did that happen?" Then suddenly a beak punched through the crack from the inside, and slowly but surely a wee owl chick crawled out of the egg and collapsed.

"Oh how cute!" cooed Lily.

"Oh yes," agreed Filch. "Beautiful little mouse-eater that one." The baby gave out a high-pitched screech that was soon answered by a whoosh of wind and a massive shadow that covered the nest.

"Do not run!" yelled Maginos to the others. "We must hold our ground if we are to set this right!" Olga made a hard landing on the side of the nest, and the mice, shrew, and gecko had to hold on for dear life to keep from being thrown.

Olga looked down at her chick and cocked her head to the side.

"My baby!" she bellowed, and quickly wrapped a wing around the hooting chick. She turned her large eyes on the heroes who shook with fear before her. "Whoooever you are," she said slowly. "I thank you. Now and forever. Hooo!"

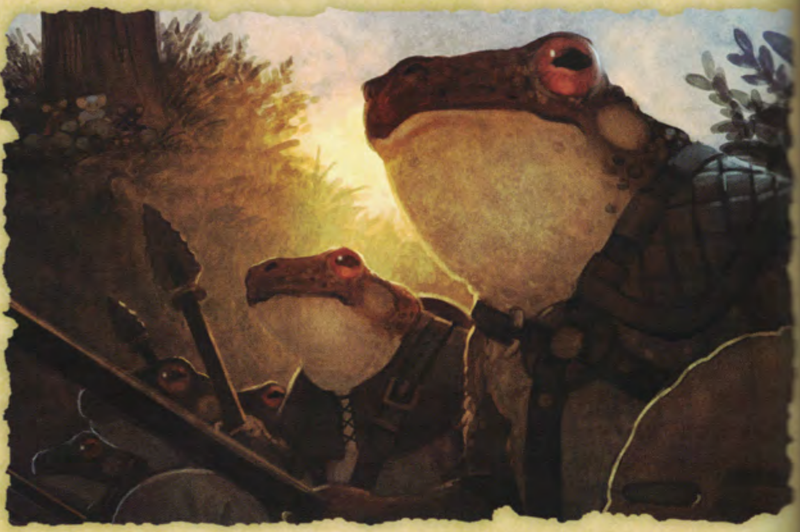
And she held her baby and wept.

The mice are victorious! If playing this chapter as part of a campaign, Place the Olga the Owl token in the party stash and treat it as a story achievement token.

Chapter Seven:

The Frog March

Choose a player to read the following aloud:



"I can't wait until we get to Headfall Hollow," said Nez as he slung his hammer over a shoulder. "I'm gonna make that Malodor cry for his momma." The party stowed their belongings and began pulling on their packs.

"Ansel, I would ask you to lead the rearguard," Collin said. "I'll take the others and race for Headfall Hollow. We will attempt to take the town and hold it from the froglodytes. I need you to take three others and harass the enemy lines. See if you can thin their numbers."

"It shall be done, my king."

"No," said Collin. "Not king."

"But you are a king now," said Ansel with a shrug. "It would be improper to address you otherwise."

"But I'm not your king," snapped Collin, though he regretted it when he saw Ansel's face fall.

"And I'm not comin' with," said Jakobe. "I've done everything I can for you people, and risked my life far more than need be. I've fulfilled the obligations that were paid for, and so must be on my way."

"But we need you," protested Collin.

"Everyone has needs," Jakobe shrugged. "You're leading people to war like you're a king, all the while protesting that you're not a king. This has disaster written all over it. No, I'm going on holiday. I'll find a nice rock by the water I can sun myself on. It'll be brilliant."

"Enjoy tha rest and relaxation gecko," Nez growled. "And try not to forget that other folk are fightin' and dyin' so the likes of you can sit on yer tuckus and do nothin'." But Lily walked up to Jakobe and whispered something in his ear. He looked at her uneasily, and she led him off from the others where they whispered in secret. Collin turned to Ansel.

"I appreciate your kind intentions my friend, but the title of king comes from another life. I would have been a king of men, but I can no longer rule them. And I have no right to suddenly claim dominion over the other creatures of the world. I am just Collin, and the crown shall remain in my pack." Ansel nodded his consent, but he seemed displeased.

"I was a warden of the Downwood once," he said. "So named by those that ruled over this neighborhood. When they vanished, so too did my authority, as well as the peace and order that we loved for so long. If I am quick to call you king, perhaps it is because I long to see folk safe again." The proud mouse shook his head sorrowfully. "Go," he said. "I am not one to shirk my duties. I will lead your rearguard." Ansel walked off and Collin sighed.

Turning to Maginos he said, "The only thing royal about me now is my ability to make royal messes." Maginos chuckled at this.

"You are conflicted," the mystic said. "It is to be expected." Lily and Jakobe returned to the group, and the others were surprised to see the gecko now wore a medallion of polished amber.

"I have changed my mind," Jakobe said. "I offer my apologies for my rudeness just now. I'm not comfortable working with other people. I never have been really. I think the enormity of what we do here overwhelmed me, and well, the Downwood is my home. I'm not surrendering it to bullies and thugs. I'll be happy to fight alongside Prince King-Not-A-King."

"We'll gladly have you," said Collin as he shook the gecko's hand.

"Good on ya, Jakobe!" said Nez.

"Alright everyone, here is the plan," Collin called out. "Ansel will take Lily, Filch, and Ditty and ambush the froglodytes. Everyone else will race to Headfall Hollow with me, and see if we can sort things out before Shalop's army arrives."

Chapter Objectives

Defeat as many frogs as possible before time runs out.

Victory Condition

The mice are victorious if they can defeat a total of 12 froglodytes and bullfroglodytes.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have defeated 12 froglodytes and bullfroglodytes, or if all mice are captured at the same time, the mice are defeated.

Note for campaign play: This chapter and the next (chapter eight) are linked. If you are playing this chapter as part of a campaign, the result can affect an upcoming chapter. Regardless of whether your mice were victorious or defeated, move on to the next chapter in the story book using the same party with all the gear and cheese, and see how this outcome affects future events.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Prince Collin cannot be chosen for this chapter as he is currently on his way to Headfall Hollow with the other mice. Ansel must be chosen as one of the mice.

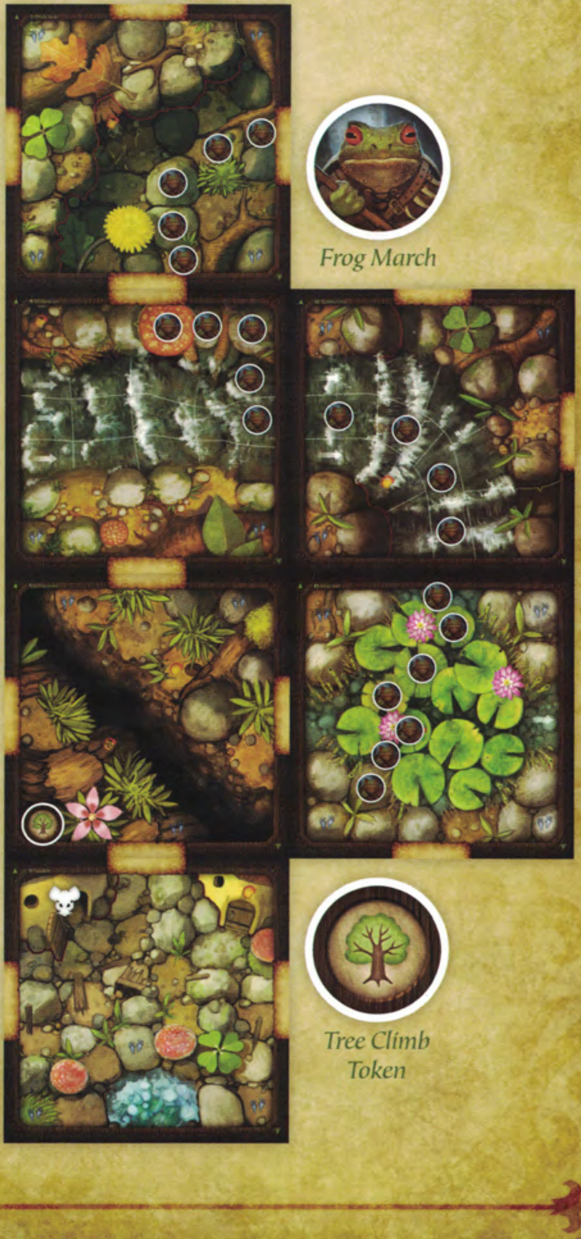
Note to Campaign Players: If you are playing this as part of a campaign, the 4 mice chosen for this chapter must also be chosen for chapter eight, and cannot be chosen later for chapter nine.

Encounter Deck Setup

The encounter deck is not used in this chapter.

Room Tile Setup

Place the following 6 tiles as shown below: Thistle Ridge, Tricklemoore, Tumbledown, Brokenwood, Frogwaller, Puddleby.



Place the 4 mice being used in this chapter on the indicated space. Place 4 froglodytes on the flip space of Frogwaller, and place a bullfroglodyte adjacent. Also place 2 more froglodytes and 1 bullfroglodyte on Puddleby normally. Then place a tree climb token on Brokenwood in the space indicated. The flip spaces are not used in this chapter.

Special Chapter Rules

Frog March

The frog army is on the march toward Headfall. On the froglodyte and bullfroglodyte turns, any of these amphibians that start their turn on a tile that has no mice, will use their full move to 'march toward Headfall'. Move those figures following the path laid out in the example above. On tiles where the mice are operating, refer to the special rules for that tile, to see how the froglodytes react to the mice presence.

Endless Froglodytes

Each time the mice defeat a froglodyte or bullfroglodyte, place the defeated figure on the flip space of Frogwaller (*or adjacent, if that flip space is full*). Use wound markers to keep track of how many froglodytes and bullfroglodytes you defeat.

Note: In this chapter, minions will always be present on the board and on the initiative track. Any new minion initiative cards added will go at the bottom of the initiative track. Captured mice can be rescued as long as there are no minions on the tile the mice are on, even though there are minions elsewhere on the board.

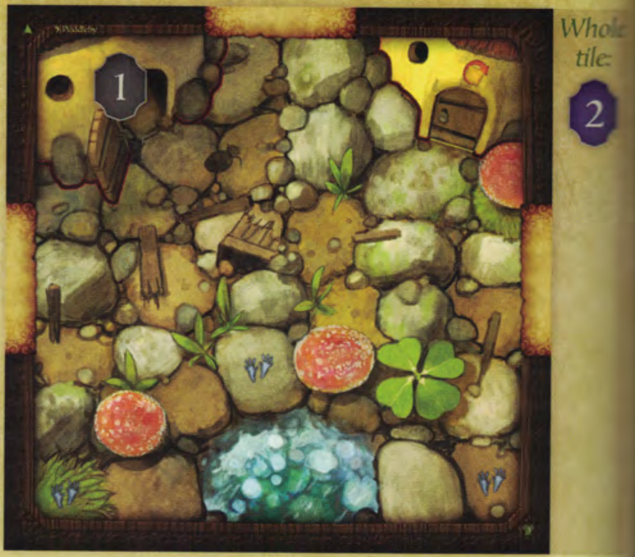
Frogs Escape

When a froglodyte or bullfroglodyte moves off the Thistle Ridge tile, it escapes the mouse ambush and is able to continue the march on Headfall. Add a cheese to the minion wheel each time a minion escapes this way, and place that minion back on Frogwaller to continue the endless march. The froglodyte and bullfroglodyte initiative cards stay on the initiative track through the entire chapter.

Frogwaller and Tumbledown

The Frogwaller and Tumbledown tiles are not accessible to the mice in this adventure, and are included solely to show the progression of the froglodyte forces.

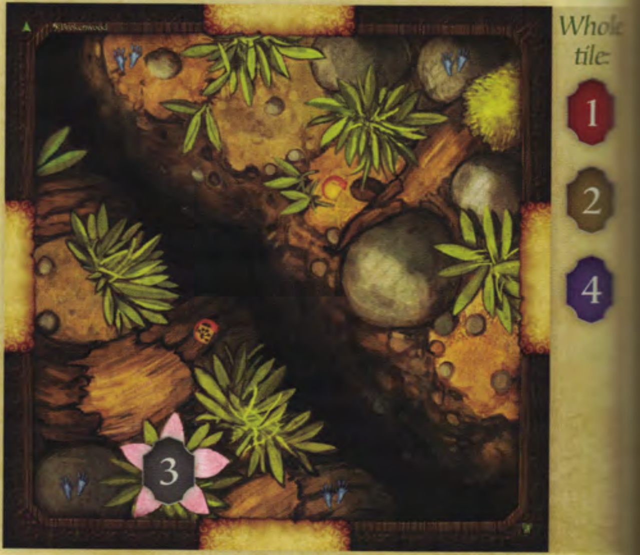
Puddleby



1 Special Search: Choose any party item. *(Note: Players should consider the tiles in this chapter and choose wisely. Keep in mind, the mic want to get to the upper part of Thistle Ridge to ambush the marching froglodytes.)*

2 Special Surge: 2 rat warriors.

Brokenwood



1 Story Moment: When the mice explore Brokenwood, choose a player to read the following aloud:

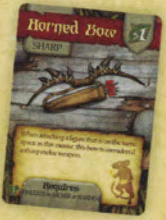
> *"Something is off," said Ansel.*
>
> *Lily agreed and said, "Our job is to set a trap yet it feels like we're falling into one. Everything i far too quiet." Ditty used her long snout to probe*

the breeze for strange scents. Filch climbed a small tree to look around, but was unable to make out anything.

2 Special Rule: Decisions, Decisions: There are two ways to cross Brokenwood. The mice can either cross the chasm using scrolls or party items, or they can climb the tree. Depending on the mouse choices, follow these instructions:

If the mice decide to sneak over to the tree climb token: Each mouse must move quickly and quietly to avoid drawing the attention of any minion patrols. All mice must be on the tree climb token in order to use an explore action to climb the tree. When rolling for movement, if any mouse rolls a 1, it's turn ends. The mice are assaulted by fearies that have swarmed up from the chasm. Place 3 fearies on the large rock across the chasm from the mice. Add the fearie initiative card to the initiative track and continue play. Also add a pesky bee to the flower.

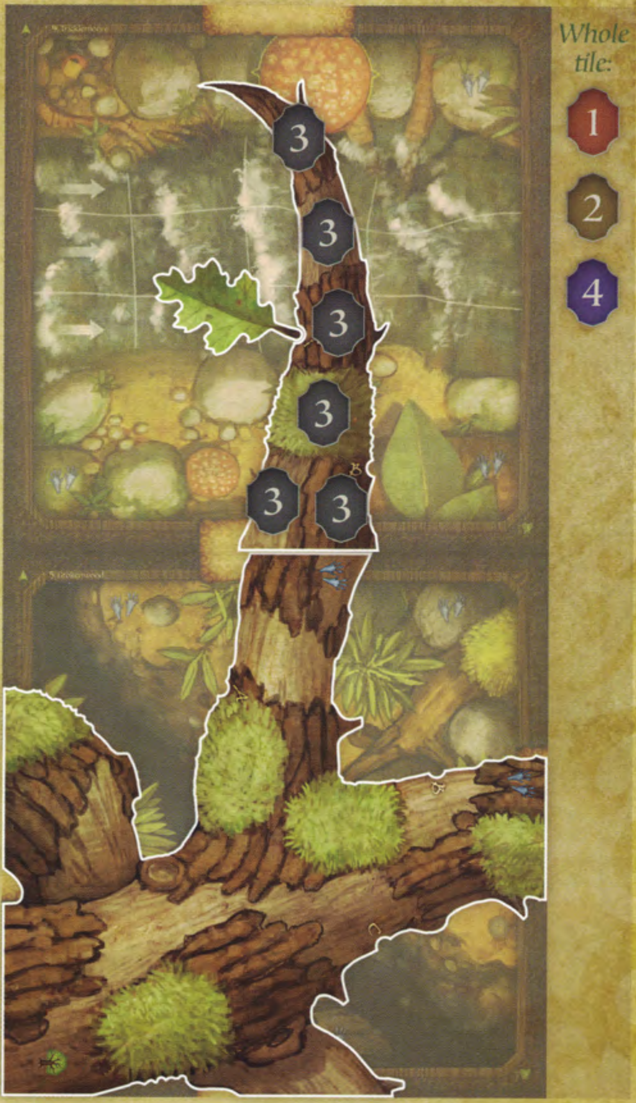
If the mice decide to cross the chasm: As soon as the first mouse finishes its move on the far side of the chasm that mouse's turn ends. Add 4 firebelly newts to the tile using one of the exit spaces adjacent to Frogwaller. Add the firebelly newt card to the initiative track and continue playing.



3 Special Search: Horn Bow. *(Note: This is a ranged weapon for a tinkerer, warden or archer.)*

4 Special Surge: Molox. Must be placed on the side of the chasm with the most mice.

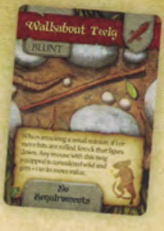
Tree and Branch Overlay



1 Special Setup: When the mice explore into the tree overlay, also place the branch overlay so that it reaches out over the adjacent tile Tricklemoore. Place a leaf token on stem (A) of the branch overlay. Add 5 roaches to the tree overlay normally. Also add a spider to the branch overlay normally. Add their initiative cards to the initiative track and continue play.

2 Special Rule: Sniping: Any mouse on the branch overlay that is armed with a ranged weapon can attack any froglodytes or bullfroglodytes visible on the Tricklemoore tile below. At this distance, the minions roll an additional die when defending against these sniping attacks. When a minion is defeated by a snipe attack, if there are 1 or more bullfroglodytes on Tricklemoore roll a die for each bullfroglodyte. On a ✸ that

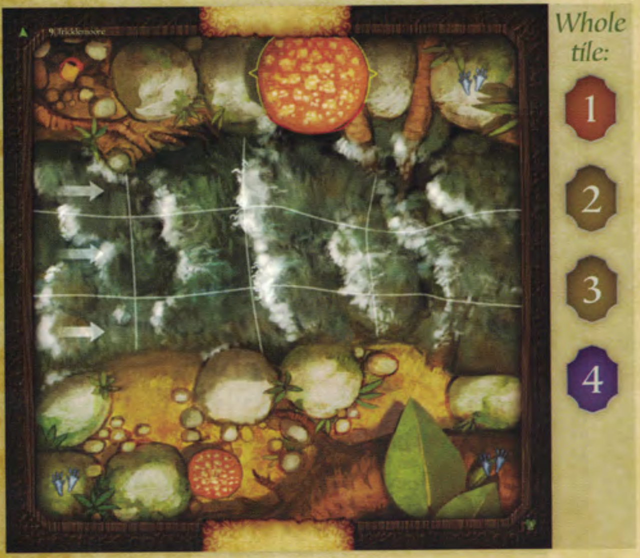
bullfroglodyte will immediately use its tongue to make a ranged attack against the sniping mouse. This works just like a normal ranged attack and does not use the tongue grab ability.



3 Special Search: Walkabout Twig. (*Note: A mouse equipped with this weapon gains 1 move and is considered wild.*)

4 Special Surge: Dusk Mosquitos swarm the mice! Each mouse must roll a number of dice equal to its battle value. If the mouse rolls at least 1 ✸, that mouse successfully swats the mosquito away. If a mouse fails to roll any ✸, place a wound marker on that mouse.

Tricklemoore



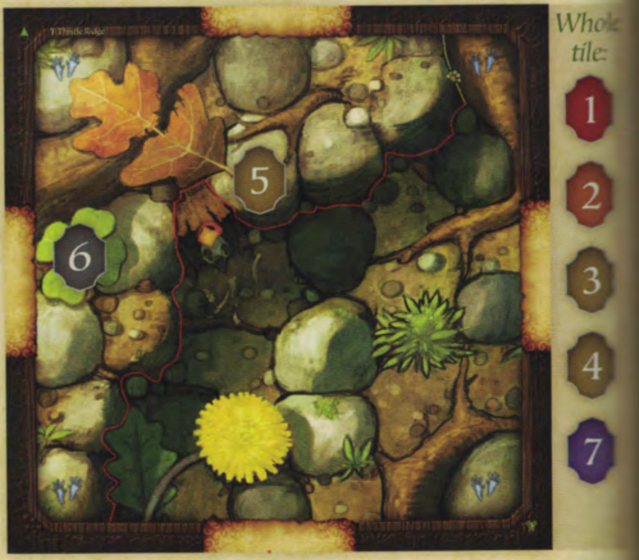
1 Special Setup: When the mice explore to Tricklemoore, either by land or by leaf from the tree branch above, place 3 firebelly newts normally, and add their initiative card to the initiative track.

2 Special Rule: Froglodyte Behavior: King Shalop has ordered his army to march on Headfall Hollow without delay. Any froglodytes and bullfroglodytes on this tile are part of the march on Headfall and will attempt to continue that march. If a mouse uses an ability against, or attempts to attack one of these minions but fails to defeat it, turn that minion figure to face the mice. On their turn, any minion that is turned to face the mice in this way will abandon its march and revert to its normal behavior. Move that minion toward the mice and try to attack.

3 Special Rule: Exploring: Before a mouse can use a explore action to leave Tricklemoore, all mice mus be on the same side of the water as the exploring mouse. The mice can explore even if there are froglodytes or bullfroglodytes still on this tile.

4 Special Surge: Dusk Mosquitos swarm the mice! Each mouse must roll a number of dice equal to its battle value. If the mouse rolls at least 1 ✸, th mouse successfully swats the mosquito away. If mouse fails to roll any ✸, place a wound marker on that mouse.

Thistle Ridge



1 Story Moment: When the mice explore Thistle Ridge, choose a player to read the following aloud:

"There are far too many," observed Ansel. The rearguard crouched in a springy fern and watched an endless stream of froglodytes tromp past them toward Headfall Hollow.

"I can't imagine we can make any kind of a difference," said Filch. But Ditty was well accustomed to having to outsmart enemies much larger than herself.

"You're thinking like city folk," she said and pointed at several large, smooth rocks that were embedded in the ridge. "If we climb up there we ca knock the rocks down right on top of the frogs."

"Say, that's not bad," said Lily.

"We might even block the road. Excellent work, Ditty."

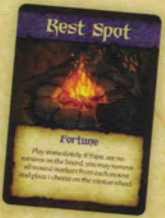
The mice scurried toward the ridge past a lin of froglodytes that seemed less concerned with th mice, and more concerned with marching along.

2 **Special Setup:** Place 1 cave centipede normally, and add its card to the initiative track.

3 **Special Rule: Froglodyte Behavior:** King Shalop has ordered his army to march on Headfall Hollow without delay. Any froglodytes and bullfroglodytes on this tile are part of the march on Headfall, and will attempt to continue that march. If a mouse uses an ability against, or attempts to attack one of these minions but fails to defeat it, turn that minion figure to face the mice. On their turn, any minion that is turned to face the mice in this way, will abandon its march and revert to its normal behavior. Move that minion toward the mice and try to attack.

4 **Special Rule: Frogs Escape:** Remember, when a froglodyte moves off this tile, it escapes the mouse ambush and is able to continue the march on Headfall. Add a cheese to the minion wheel each time a minion escapes this way, and place that minion figure back on Frogwaller to continue the endless march.

5 **Special Rule: Causing a Landslide:** Once during this chapter, the mice can cause a landslide to crash down on the froglodytes. On its turn, a mouse armed with a melee weapon and on the indicated space can use its battle action to try and pry or knock a rock loose to initiate the landslide. Roll to attack the rock. The rock has a defense of 5. It only takes 1 wound to cause the landslide. If a mouse successfully causes the landslide, all figures on the lower portion of Thistle Ridge immediately receive 1 automatic unblockable wound.

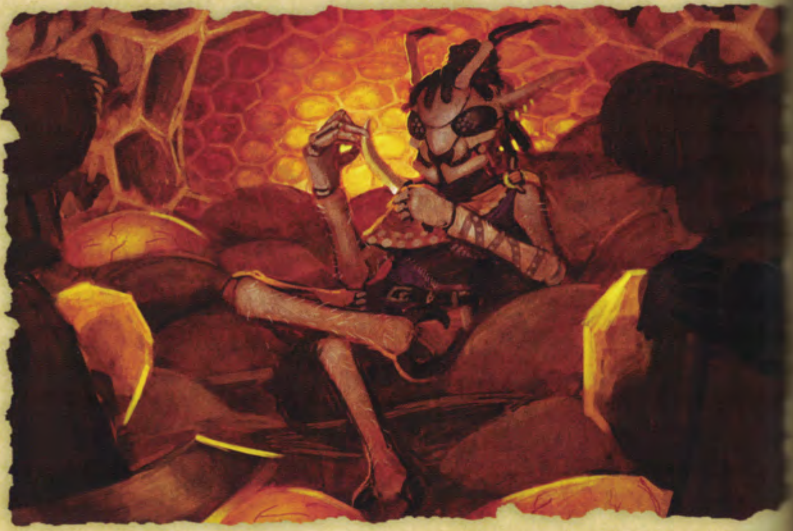


6 **Special Search:** Rest Spot.
(*Note: This allows the mice to heal.*)

7 **Special Surge:** 3 firebelly newts.

Chapter Eight:
Rite of Passage

Choose a player to read the following aloud:



With the froglodytes delayed, Ansel's party had been following the shadow of Thistle Ridge in the hopes of picking up the trail of their friends. But the sun was setting and Lily began to struggle finding tracks in the dwindling light.

"I think I've found something!" called Filch. The others scurried over to where he crouched by moss covered roots that twisted in the rich soil. "Claw marks," he said pointing in several place. "Mouse-sized."

"I'm not so certain," said Lily. "Those scratches are so faint they may be old. And we can't even be sure they were made by mice."

Ansel looked up at the tree that towered over them. "Why would they have climbed this tree?" he wondered. As if in answer, a loud rat-a-tat-tat came from the upper branches.

"Woodpecker," said Ditty. "No mistaking that sound."

"This doesn't feel right," said Lily. "We should keep moving."

"But Collin said he needed to send word to the Barksburg mice," reminded Ditty. "Perhaps they scaled the tree to convince the bird to send out a message along the peck network?"

"It's a longshot," argued Lily.

"But worth investigating," Ansel decided. "It will take us just a moment. Up we go!" They each dug their little claws into the tree's soft bark and quickly began to climb.

"I'm seeing more claw marks as we go," called Filch. "There has definitely been traffic up and down this tree."

"I see it too," Lily said.

Once atop a sizeable branch, they could see an unusual structure. In the oncoming dusk it looked like a hastily constructed mud dwelling, not unlike a wasp ne An opening as big a mouse was built into its side.

"That's not a woodpecker nest," said Ditty.

"Thanks for the tip," muttered Filch.

"Careful now," said Ansel, the four of them slowly crept forward. There was no sign of life, so they entere the hut.

"What… on earth is this?" asked Filch. Inside there was no furniture, but odd tools and strange debris littered the floor.

"Is it a lookout?" Ditty asked.

"No, look," said Ansel, and he pointed to a hollowe out nutshell. Beside it lay a hammer to which someone had affixed the beak of a woodpecker. Lily looked at th hammer in horror.

"Why would someone make such… oh no."

"Trap," said Ansel. "Trap! Everyone out!"

Chapter Objectives

Get to Headfall Hollow to help Collin defend the settlement.

Victory Condition

The mice are victorious if they can use an explore action to enter Headfall Hollow. They must first explore randomly placed tiles. See chapter rules below.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have arrived in Headfall Hollow, or if all mice are captured at the same time, the mice are defeated.

Note for campaign play: If you are playing this chapter as part of a campaign, the result can affect an upcoming chapter. Regardless of whether your mice were victorious or defeated, move on to the next chapter in the story book and see how this outcome affects the events.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Prince Collin cannot be chosen for this chapter as he is currently on his way to Headfall Hollow with the other mice. Ansel must be chosen as one of the mice.

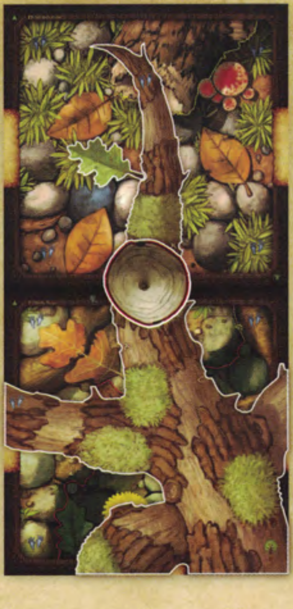
Note to Campaign Players: If you are playing this as part of a campaign, you must use the same 4 mice from the previous chapter seven. The mice can keep any and all cheese and items found in the previous chapter. The 4 mice used in this chapter cannot be chosen for chapter nine.

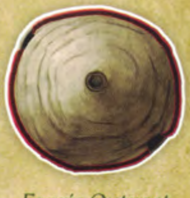
Encounter Deck Setup

To build the encounter deck, grab 3 difficult encounter cards and 3 standard encounter cards. Shuffle them together and place them face down onto the encounter area on the story control board.

Room Tile Setup

Place the following 2 tiles as shown below: Spiritsburrow and Thistle Ridge.





Fearie Outpost

Place the tree overlay and branch overlay as shown. Add a leaf to the branch overlay in position A. Also place the fearie outpost on the indicated spaces. Place the 4 mice being used in this chapter on the fearie outpost. Do not reveal an encounter card.

Create A Random Tile Stack

Set the Headfall Hollow tile to the side. Then create a random tile stack with all of the other tiles from this set excluding the ones currently in use. (*Shuffle all of the tiles together into a stack.*)

Special Chapter Rules

Random Exploration

In parts of this chapter, a mouse may use an explore action on a space adjacent to an exit area, even if there is no other tile connected to that exit area. When exploring an exit that has no other tile connected to it, select a tile at random from the random tile stack and place it adjacent to the exit that is being explored. The tile must be placed so that it has the same color side up as the tile that the exploring mouse is on and the orientation arrow on the tile being placed must face in the same direction as the arrows on the tiles already in play. After placing the new tile, check to see if the mouse can legally explore through to the newly placed tile. If the new tile cannot legally be explored, the exploring mouse's turn is over and its explore action was wasted, but leave the new tile in place as there may be other ways to access it. If the explore action proved successful, make sure to check these chapter special rules for the tile you're exploring.

Finding the Way to Headfall Hollow

The mice are trying to find their way back to Headfall Hollow to help the others. When the mice explore onto the second randomly placed tile, only then can the Headfall Hollow tile be accessed. See Achievement below for more details.

Night Fight

This entire chapter takes place during nightfall. Place the nightfall moon token on the minion cheese wheel, and do not remove it with a surge. This nightfall condition is in addition to any other encounter card hazards such as rain or pesky bees.

Olga the Owl

Once during this chapter, when exploring an outdoor Downwood tile, in addition to any minions, the players can choose to also place the Olga the Owl token on the tile normally, and follow all the rules for Olga the Owl found on page viii of this story book.

Note: if you are playing this chapter as part of a campaign, and you still have The Olga token in your party stash, Olga has given your party safe passage. She has not done the same for the minions! Leave Olga in play but ignore any wounds she would inflict on any member of your party. When a mouse rolls a 1 for movement, Olga will not move toward that mouse.

Tree Climb Token

Once during this chapter, the mice can place the tree climb token on any corner space of a forest Downwood tile. When exploring the tree climb space onto the tree overlay, the players can choose which direction to place the branch overlay onto any adjacent tile (*making sure the tile is Downwood side up*). Also place 2 leaves adjacent to any of the available stems on the tree or branch overlay. This will allow the mice to cross to a Downwood tile it might not be able to reach normally. When the mice arrive on the tree overlay, reveal an encounter card and place minions on the tree and branch overlay normally.

Note: Players may want to save this option until they add the Headfall tile to the board. The random nature of this chapter means access to Headfall Hollow could be tricky.

Achievement

When the mice successfully explore onto the second randomly placed tile, advance the chapter end marker 1 page space on the chapter track. Choose a player to read the following aloud:

Lily stood from where she had crouched by the road.

"It's a well-travelled road, but that's all I can tell from the tracks. Still, I would say it's a safe bet we aren't far from Headfall Hollow now."

Ansel grinned and said, "That is good news. Let us hope we are not too late." Ditty shook her head.

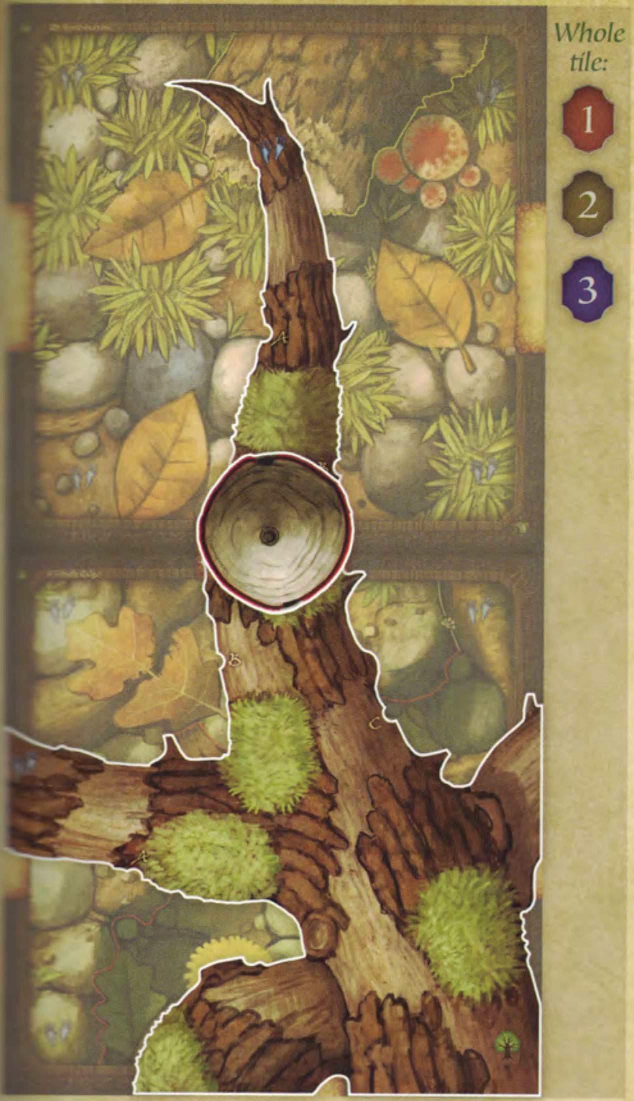
"Even if we were an army," she said, "I would still worry the froglodytes were too many for us to defeat."

"Headfall Hollow may very well fall to the enemy," agreed Ansel. "But I shall give my very life if I must to defend it. I do not wish to die, but I will never yield to evil."

"Nor I," agreed Lily. "I will not walk away from those who hurt others. If I must die so that other creatures know they too can resist oppression, then so be it." Ditty marveled at them both. Could even a little shrew muster such courage? She looked over at Filch who glowered in silence at such talk, but she suspected even the scamp felt no different.

Now place the Headfall Hollow tile adjacent to the tile the mice are currently on. Make sure the orientation arrow is pointing the same direction as the other tiles in play.

Tree and Branch Overlay



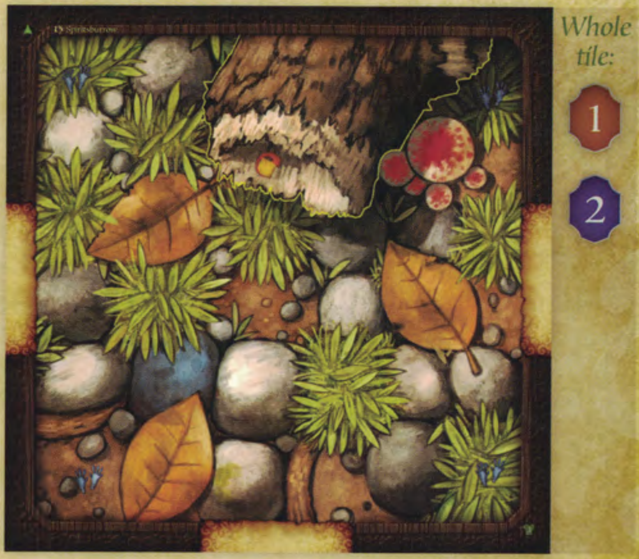
1 Special Setup: The mice are victims of an ambush. Instead of revealing an encounter card, place 6 fearies on the tree and branch overlay normally. When dealing initiative cards to the initiative track, treat the fearies as if they are ambushing (*roll a die. The number result is how many slots the fearies move up on the initiative track: pg 14 of the rule book*). Also place a cursed status marker on each mouse due to pollen spores the fearies have deployed as a trap.

2 Special Rule: Fearie Outpost: The structure is a fearie outpost. The mice can move onto the outpost from any space adjacent to the openings depicted on it. Treat the fearie outpost as a special area space. When a mouse or minion moves into the outpost, its move ends. Because of its walls, figures inside the fearie outpost add +1 to their defense when defending against an attack from outside the outpost. The outpost itself blocks line of sight for the purpose of ranged attacks.

3 Special Surge: It's a trap! A large net is thrown over the mice, and they are hauled away to the fearie hive! Follow these rules:

Remove all figures tokens or overlays from the board. Turn the Spiritsburrow tile over to show The Hive side, and shuffle the Thistle Ridge tile back into the random tile stack. Remove any cursed status markers from the mice. Continue play by reading The Hive special entry below.

Spiritsburrow



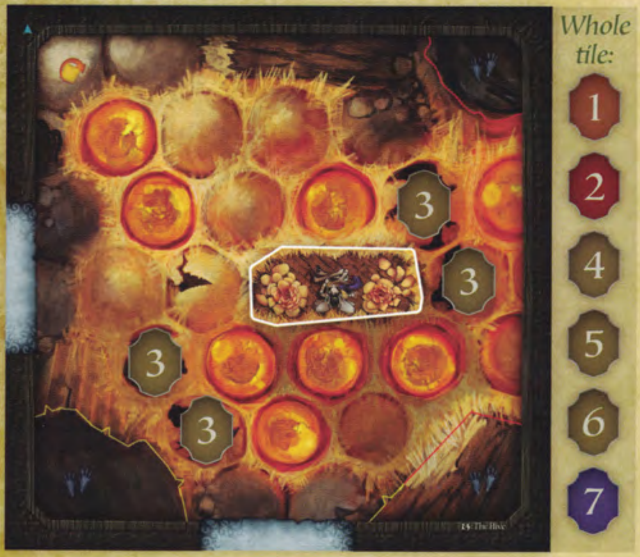
1 Special Setup: If the mice explore into Spiritsburrow by flipping up from The Hive below, reveal an encounter card and proceed normally.

If the mice explore here by way of a leaf from above, do not reveal an encounter card. Instead, place a cursed token on each mouse that is not already cursed from the pollen spores. Place 6 fearies normally. These fearies are considered ambushing (*roll a die. The number result is how many slots the fearies move up on the initiative track: pg 14 of the rule book*). If the mice defeat these fearies, they can leave this tile. When exploring, the mice must now use the random explore rules listed above as they try to get an idea of which way takes them back to Headfall Hollow.

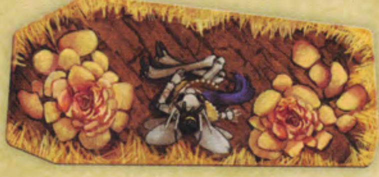
2 Special Surge: (*only if you arrived here by way of leaf*): It's a trap! A large net is thrown over the mice, and they are hauled away to the fearie hive! Follow these rules:

Remove all figures tokens or overlays from the board. Turn the Spiritsburrow tile over to show The Hive side, and shuffle the Thistle Ridge tile back into the random tile stack. Remove any cursed status markers from the mice. Continue play by reading The Hive special entry below.

The Hive



1 Special Setup: Add the rectangular fearie princess token to the center space young side up. The mice cannot move onto this token, and it blocks line of sight. Place each of the 4 mice on an orange larvae space and try to spread them out so they are not adjacent to each other. Place a fearie figure in the space with each mouse. Place a webbed status effect marker on each mouse's card. Reset the initiative track.



2 Story Moment: When the mice explore The Hive, choose a player to read the following aloud:

They struggled against their captors, but to no avail, for their back paws were bound by some sticky, amber-colored resin.

"Get off of me, you diminutive freaks!" squealed Filch, but the fearies only grabbed the fur on his head and forced him to turn his attention to the fearie princess before him.

She clapped her hands together and said, "I am Pheasia, successor to The Hive throne, and I have chosen to bestow upon you the highest honor an outsider could possibly receive." She was small and weak, and her voice was high and quivery.

"It's like being condescended to by a baby," grumbled Lily.

"Silence!" screamed the princess. "I shall drain your vulgar bodies of their precious life, thus allowing for my rapid ascension. On this momentous day, I Pheasia shall become the youngest ruler to ever sit the fearie throne."

"Pass," said Filch. Pheasia looked confused.

"What?" she asked.

"Pass," Filch repeated. "No thank you. I decline the honor you would bestow upon me. So if you would just unbind me I'll be on my way."

"Is he allowed to do that?" Pheasia asked a guard, but the guard shook his head. "Denied!" she screamed at Filch. "You will be silent or held in contempt, the penalty for which is death!"

"So many exciting choices," said Filch as he rolled his eyes.

"Oh, do play nice with the other children Filch," chided Ditty, and at this Pheasia screamed in rage, her tiny little wings lifting her into the air.

3 Special Rule: Moving Onto Embryo Chambers: The Hive is filled with fearie larvae. You can see them in some of the embryo chambers. Some of the larvae have already hatched and left empty embryo chambers with ruptured membrane covering. Mice cannot move onto the empty embryo chambers with completely ruptured membranes.

4 Special Rule: Fearie Drain: The fearie warriors are draining life energy from the mice to give it to the princess. Instead of causing a curse, if a fearie wounds a mouse that is not webbed, place a webbed status effect marker on that mouse. If a fearie would attack a mouse that is already webbed, instead of rolling the attack normally, make a resistance roll for that mouse. If that mouse fails to roll a ✷ on 1 action die, it receives a wound. Also place a wound marker on the princess to show that she is absorbing the life energy.

5 Special Rule: The Ascension: If the fearie princess collects 4 wound markers, the ritual is complete. She will begin the gradual transformation into queen. Remove the fearie princess token and place it in the party stash

to show she has ascended. This could be a new future threat for the mice. The remaining fearies return to their normal behavior.

If the mice defeat all fearies before the fearie princess completes her ritual, choose a player to read the following aloud:

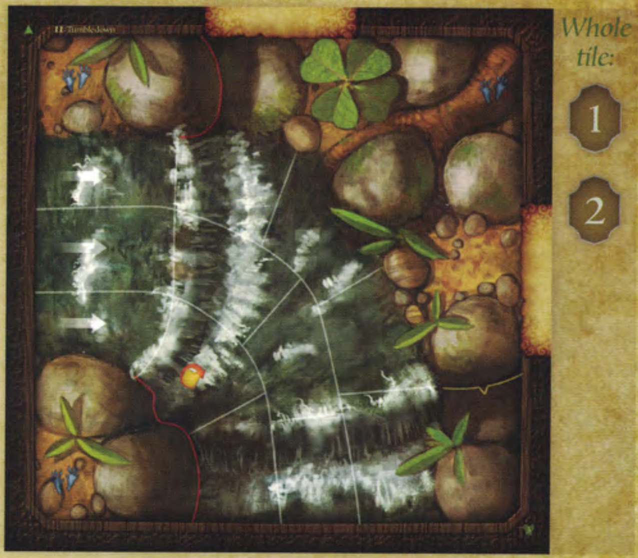
> *"Nooooooo!" Pheasia screamed in despair. "What have you done you big, stupid meanies?" Filch leapt to where the princess fluttered in despair, and raised a dagger – only to lower it.*
>
> *"Just a child," he muttered.*
>
> *"You've ruined everything!" Pheasia shouted.*
>
> *"Why is it idiots like Shalop and this one want to rule?" asked Filch. "And the good ones like Collin don't want to? Makes no sense to me."*
>
> *"Perhaps that is it?" offered Ansel. "Perhaps Collin does not wish to rule, for he thinks wishing it would make him unfit? It does seem true that the more someone wishes to rule others, the more likely it is they are unfit to do so. Come, we should away as quickly as possible."*

Remove the fearie princess token from the board.

6 Special Rule: Exploring: Before a mouse can use an explore action, all other mice must be free of any webs and the tile must be clear of minions. When exploring, the mice will now use the random explore rules listed above as they try to get an idea of which way takes them back to Headfall Hollow.

7 Special Surge: 2 fearies.

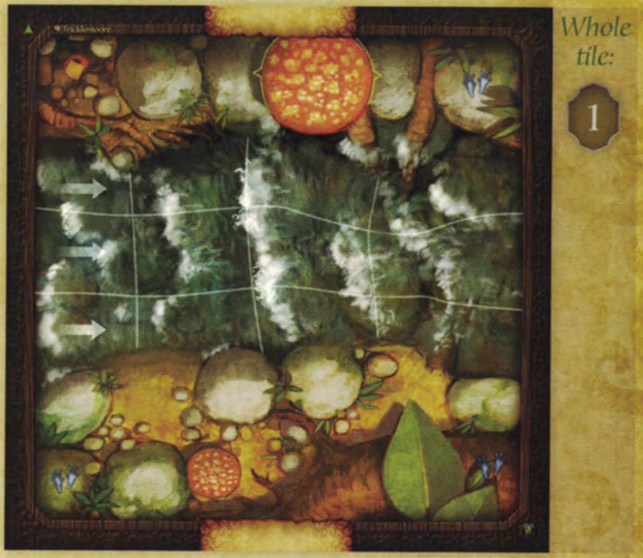
Tumbledown



1 Special Rule: Dangerous Water: If a mouse ends its turn on any of the water spaces on this tile, in addition to drifting downstream, roll a die. if you roll a ✸ that mouse receives 1 unblockable wound. A mouse on a turtle or leaf is not harmed by the dangerous water.

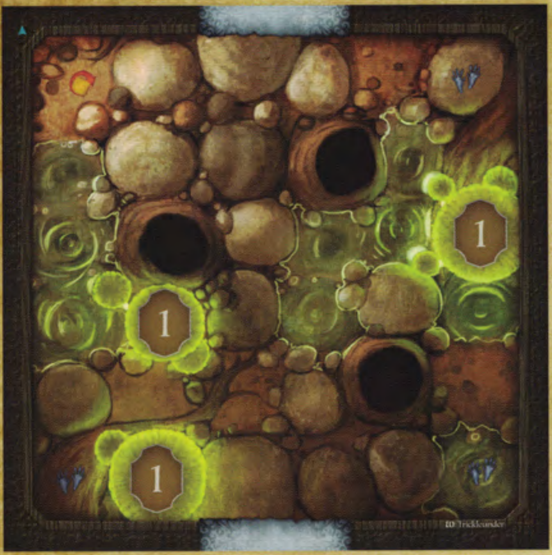
2 Special Rule: Exploring: Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the water as the exploring mouse.

Tricklemoore



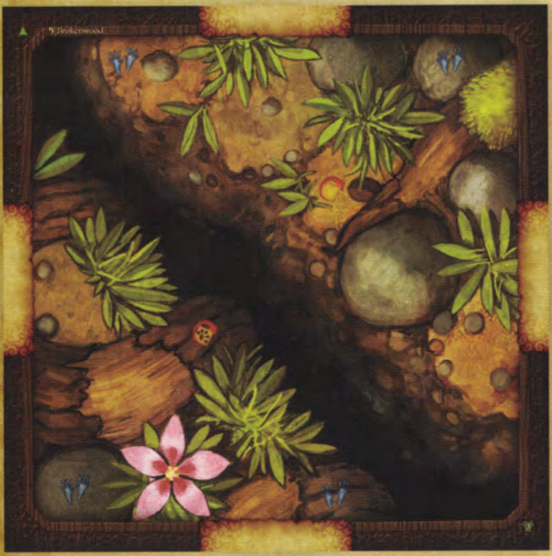
1 Special Rule: Exploring: Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the water as the exploring mouse.

Trickleunder



1 Special Rule: Bouncing Mushrooms: Instead of a normal move, a mouse that begins its move on a mushroom can bounce. Place the mouse on any other mushroom on this tile.

Brokenwood



Whole tile:

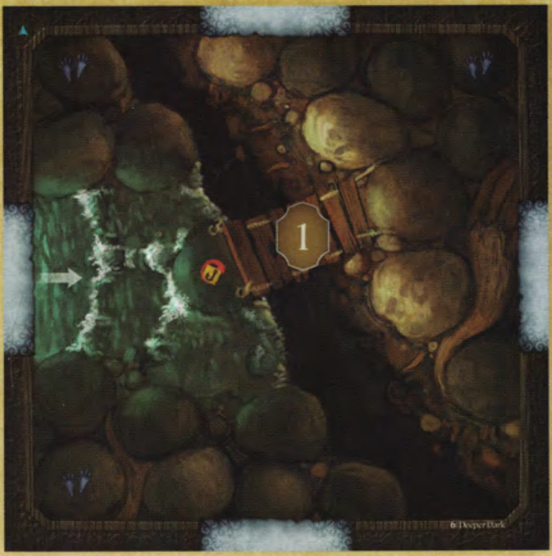
1

2

1 Special Rule: Exploring: Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the chasm as the exploring mouse.

2 Special Rule: Bullfroglodytes and regular froglodytes can leap across the chasm using just 1 move point.

Deeper Dark



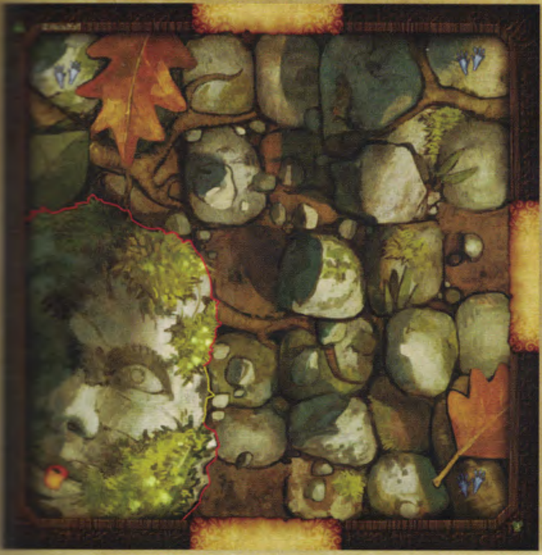
Whole tile:

2

1 Special Rule: Rickety Bridge: The bridge space that spans the deep crevasse is old and worn and the wood is dry and rotting. When a non-flying creature moves onto the bridge, it must end its move. If a mouse receives a wound while on the bridge, place that mouse figure in the chasm to the side of the bridge. It is hanging on for its life. While hanging on, a figure cannot attack or use any action until it is pulled to safety. Climbing back up onto the bridge works just like climbing out of water. The mouse uses its entire move, and must roll a ✸ on an action die. It gets an additional action die for each mouse on the bridge helping to pull it up.

2 Special Rule: Exploring: Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the chasm as the exploring mouse.

Headfall



Whole tile:

1

2

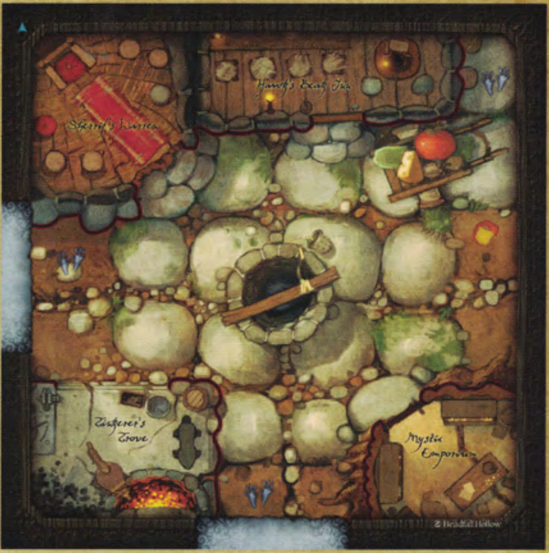
1 Story Moment: When the mice explore Headfall, choose a player to read the following aloud:

> *"We are too late!" cried Ditty. The entirety of Headfall bore signs of a great battle. Broken weapons lay abandoned in the trampled grass. Dead froglodytes lay strewn about.*
>
> *"I do not think so," said Lily who began to walk among the bodies. "I do not see any sign of citizens or friends."*
>
> *"Look at this giant pile of sand dollar shields," said Filch. "We might be able to scavenge some decent gear out here."*
>
> *"Oh yesss, lotsss of gear," said a hideous voice, and the shields spilled away as Hesster's enormous head rose up from the pile.*

2 Special Setup: Instead of drawing an encounter card as usual, place coiled Hesster adjacent to the mice. When dealing cards to the initiative track, don't forget to make sure Hesster Strikes is higher on the track than Hesster Coils. Switch them if necessary.

3 Special Rule: If all the mice are on the statue head special area space, a mouse can use an explore action even if Hesster is still in play.

Headfall Hollow



Whole tile:

1

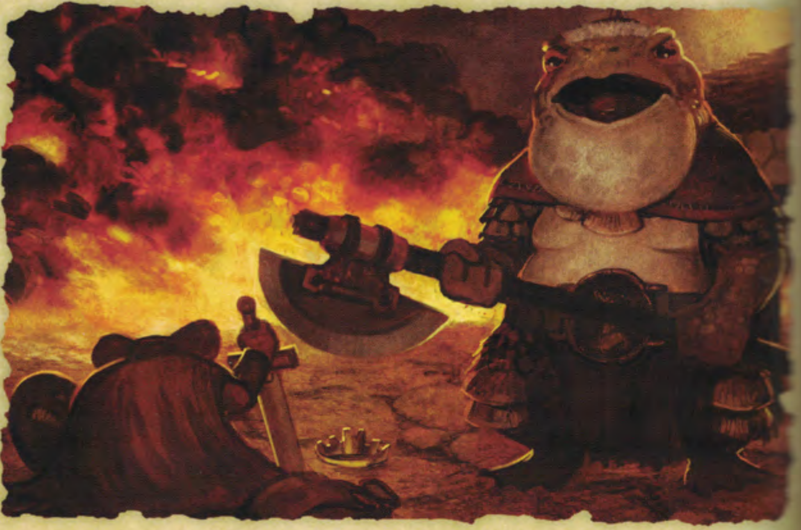
1 Special Rule: As soon as the mice explore into Headfall Hollow, they are victorious.

Note: If you are playing this chapter as part of a campaign, the outcome of this chapter can affect the next chapter. You should proceed to the next chapter even if you failed this chapter, and discover what happens.

Chapter Nine:

No Rest for the Wretched

Choose a player to read the following aloud:



"We must hurry!" urged Collin. He ran with such haste, the others struggled to keep pace. They scurried as fast as they could, pushing through the undergrowth, scrambling over rocks, and dashing through fallen logs. But Collin drove them too hard and soon they had to break. "This isn't going to work," Collin sighed as they rested on a fallen branch. The light faded in and out as rapidly moving clouds raced across the full Moon. "The froglodytes will make it to Headfall Hollow soon," said the young mouse, "And we won't be able to save the folk there."

"You are being too hard on yourself," said Maginos. "What we do here is noble. Heroic even. But you must accept that we might not be able to save these people. They are not yours Collin. You are doing what any good person would do, but this town falls well outside your responsibility."

"I know you too well old friend," replied Collin. "I know you're not really telling me not to care."

"Do not care? No. But a king leads his people. He cannot control their every action – indeed, he should not want to."

"I am no king," said Collin.

"Very well then, but the same is true of any leader. Will you pretend you do not lead here? A leader does everything he can for those in his charge, but he also accepts that he cannot control everything, and that lives will be lost."

Collin looked sadly at his friend. "I'm not trying to replace him Maginos." The old mystic smiled sympathetically and placed an arm around the young mouse.

"No one thinks you are lad. You can never replace him. Andon is his own man, er, mouse, just as you are yours. But what we need now is not King Andon. We simply need a new king. One who is brave and just. One who will look after those who need looking after." They sat there in silence for several minutes.

"We'll be hittin' Thistle Ridge soon," offered Nez. "I don't know 'bout you, but I'm not so keen on climbin'."

"We could go beneath it," offered Jakobe. "Attempt the Underwood." But Collin did not want that. When they arrived at the base of Thistle Ridge, they stood in its shadow looking up.

The moonlight was radiant there, and Neré said, "Collin, the Moon is full." He looked at her quizzically. "Remember the plan," she said. "Tomorrow morning the mice of Barksburg will begin their journey toward the Downwood."

Collin shook his head and said, "I wish again there was a way to send a message to Linera. If she could just hold off a couple more days this might all be resolved."

Chapter Objectives

Defeat King Shalop and stop the attack on Headfall Hollow.

Victory Condition

The mice are victorious if they can defeat King Shalop and clear Headfall Hollow of minions.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have defeated King Shalop and his retinue, if the sheriff's warren burns down, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 7 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Prince Collin must be chosen as one of the mice for this chapter. Ansel cannot be chosen.

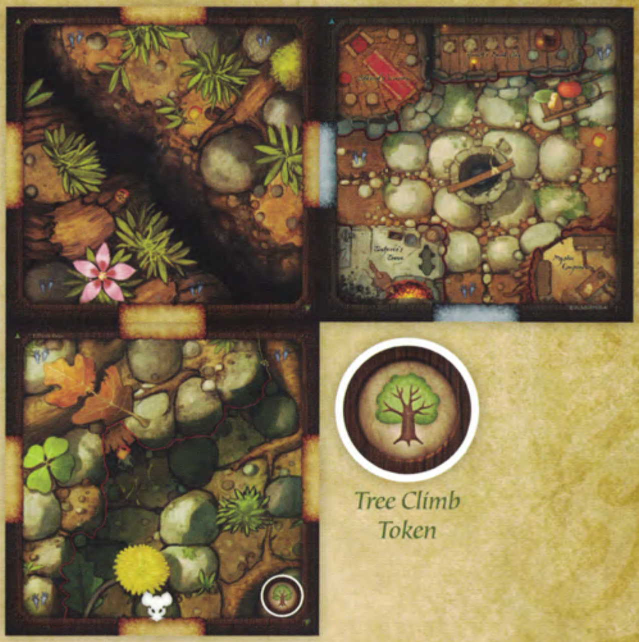
Note to Campaign Players: If you are playing this chapter as part of a campaign, the 4 mice that were chosen for chapter seven (and eight) cannot be chosen for this chapter.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. The difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 3 tiles as shown below: Thistle Ridge, Brokenwood, Headfall Hollow.



Tree Climb Token

Place the 4 mice being used in this chapter on the indicated space. Also place a tree climb token on the indicated space. Begin this chapter by revealing an encounter card.

Special Chapter Rules

Night Fight

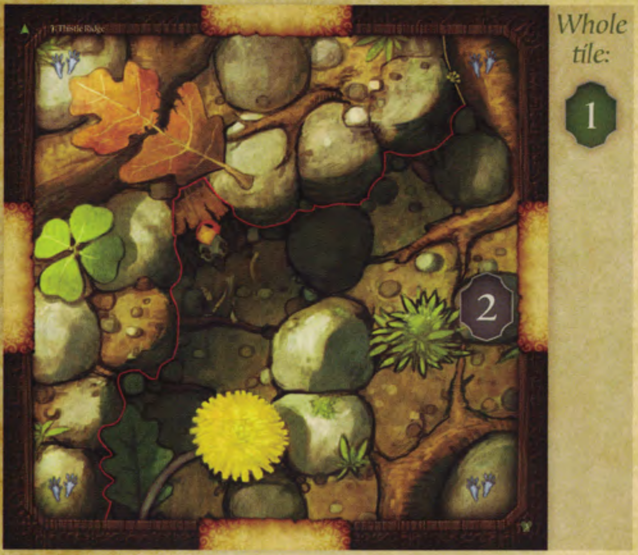
This entire chapter takes place during nightfall. Place the nightfall moon token on the minion cheese wheel, and do not remove it with a surge. This nightfall condition is in addition to any other encounter card hazards such as rain or pesky bees.

Olga the Owl

Because the mice have saved Olga's egg in a previous chapter, she feels indebted to the mice. Once during this chapter, after revealing an encounter card on any Downwood forest tile, the mice can place the Olga the Owl token on any minion entry space normally. The mice are immune to any wounds caused by Olga: only minions are affected. When a mouse rolls a 1 for movement, Olga will not move toward that mouse.

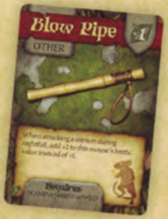
Note for campaign players: If you are playing this chapter as part of a campaign, the Olga token should be in your party stash. Using Olga permanently removes her token from the party stash, signifying that her debt has been paid in full. Once Olga's token is removed *from your party stash, she cannot be called on for help in future chapters, and will revert back to her normal behavior if encountered.*

Thistle Ridge

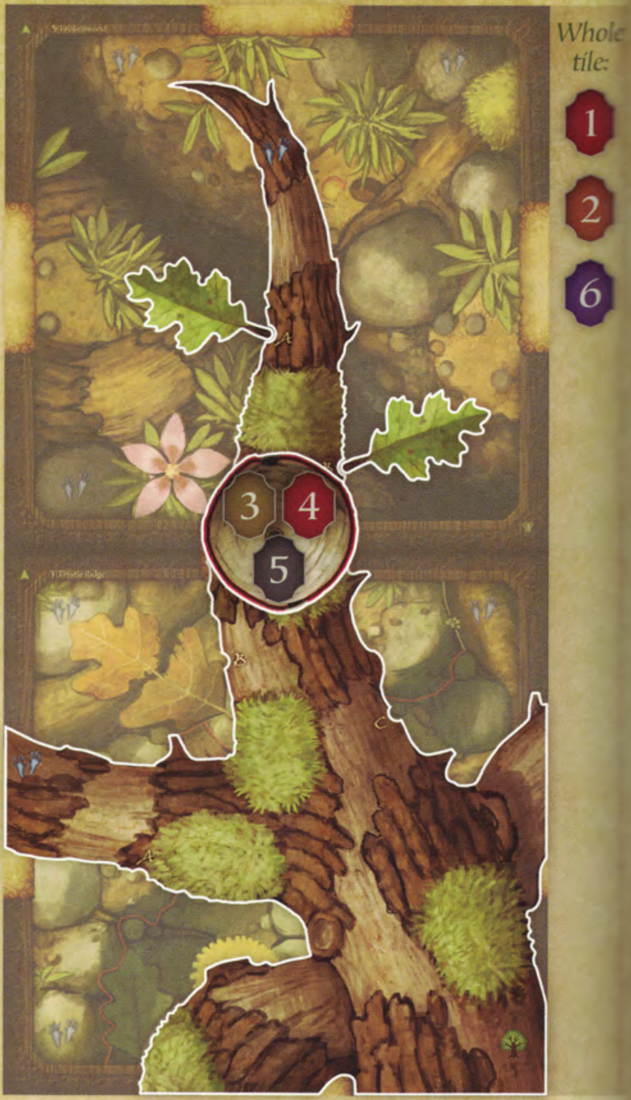


1 Optional Side Plot: The mice need to get a message back to Barksburg letting them know the forest is unsafe. Might there be a woodpecker in the tree above that could peck out a message to Barksburg?

2 Special Search: Blow Pipe. (*Note: This is a ranged weapons that can be used by a scamp, shrew or wild mouse.*)



Tree and Branch Overlay

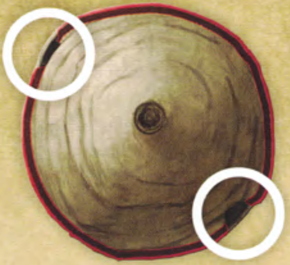


1 Story Moment: When the mice explore the tre overlay, choose a player to read the following aloud:

> *By the silvery light of the moon, the mice coul make out a structure built on their branch that blocked their path. The structure was dome shaped and made from mud. It had a dark and gaping hol large enough for a mouse to fit through.*
>
> *"This does not look wholesome," said Tilda.*

2 Special Setup: When the mice explore into the tree above Thistle Ridge, also place the branch overlay so that it stretches out over Brokenwood. Place a leaf token adjacent to the A and B stems o the branch overlay. Also place the fearie outpost token on the tree and the branch overlays in the indicated spaces. Do not reveal an encounter car or place any minions at this point.

3 Special Rule: Fearie Outpost: The structure is a fearie outpost. The mice can move onto the outpost from any space adjacent to the openings depicted on it. Treat the fearie outpost as a special area space. When a mouse or minion moves into the outpost, its move ends. Because of its walls, figures inside the fearie outpost add +1 to their defense when defending against an attack from outside the outpost. The outpost itself blocks line of sight for the purpose of ranged attacks.



Fearie Outpost Openings

4 Story Moment: When the first mouse ends its move on the fearie outpost, choose a player to read the following aloud:

> *It was a new structure and hastily built. The mud was even still wet in places and little muddy footprints went in and out of the opening. Collin gestured for everyone to be quiet, and they crept in as silently as they could. But they saw and heard no sign of any other creatures, and quickly found an opening leading out to the opposite side of the branch.*
>
> *"Too bad," said Nez. "Ah well, it was worth a try."*
>
> *"Perhaps Ansel's team will have better luck finding a messenger," said Collin. "A woodpecker would have been perfect right now."*
>
> *"And if you could send a message," Maginos asked, "What would it say?"*
>
> *Collin looked out at the dark wild that lay before them and said, "Do not come. Downwood lost to froglodytes and fearies. Unsafe."*
>
> *Maginos gave a wicked smile. "You sound like your father. Not a day went by that he did not worry over the folk he ruled. The burden lay heavy upon him, yet he was glad to bear it."*
>
> *A light tik-tik-tik-tik noise interrupted their conversation, and turning they saw a large centipede crawling toward them across the branch. The mice gave a cry and moved to engage the new threat, not noticing the fearies lurking in the shadows of the strange building. The fearies giggled to themselves, for Collin's speech had given them the idea for a marvelously cunning trap.*

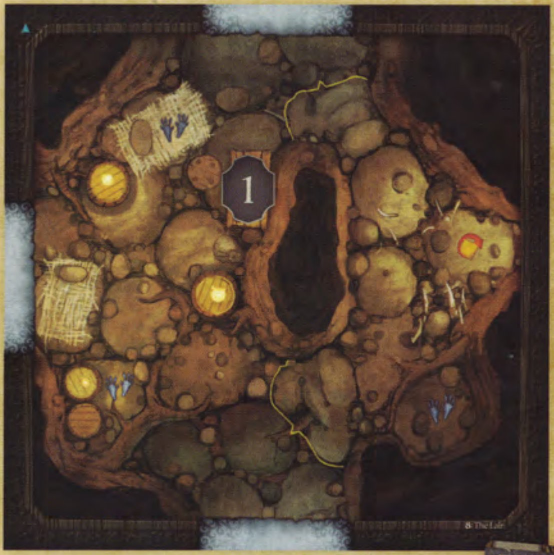
Now place a cave centipede on the minion entry space at the end of the branch overlay, and add its initiative card to the initiative track. (*Note this will likely cause a reset of the initiative track.*)

5 Special Search: Bed Rolls. (*Note: This allows the mice to heal or gain a trick of their choice.*)

Bedrolls
No Requirements

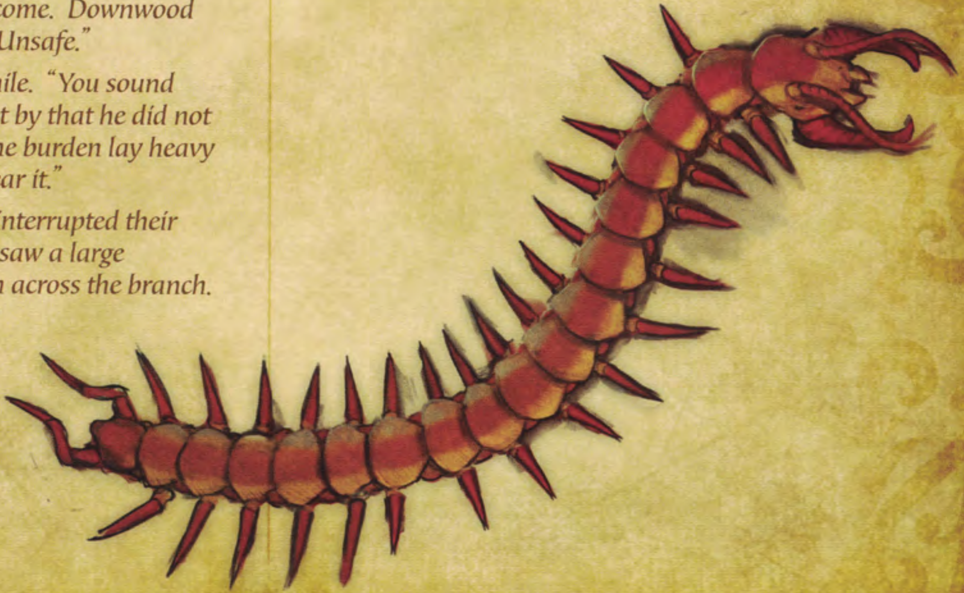
6 Special Surge: 3 fearies.

The Lair

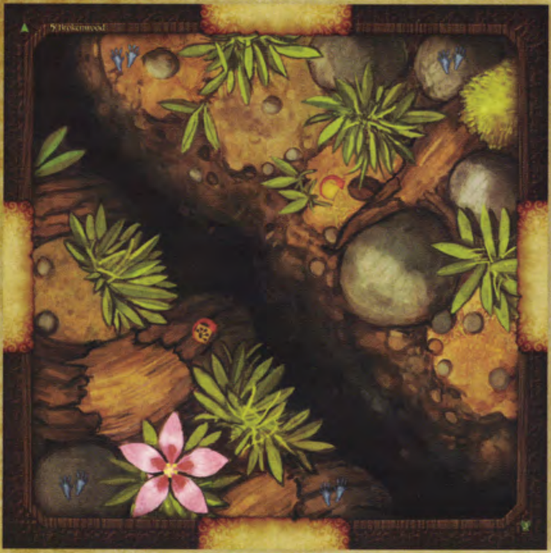


1 Special Search: Cloak of the Willow. (*Note: This will protect the mice from attacks for a round.*)

Cloak of the Willow
SCROLL
Requires



Brokenwood



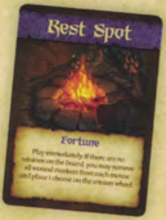
Whole tile:

1

2

3

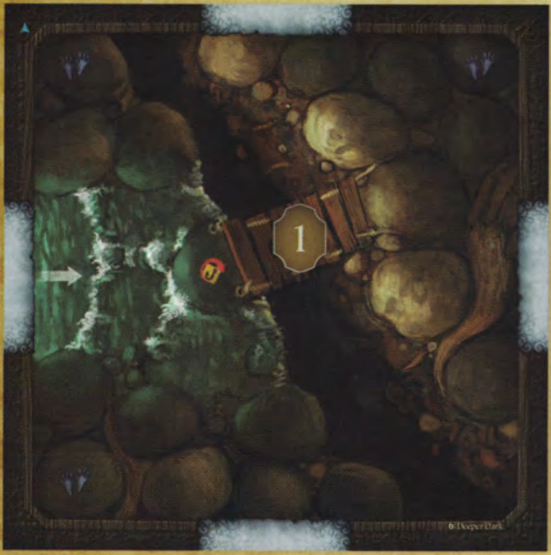
1 **Special Rule: Exploring:** Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the chasm as the exploring mouse. Any melee minions trapped on the opposite side of the chasm from the mice will not prevent the mice from exploring.



2 **Special Search:** Rest Spot. *(Note: This will allow the mice to heal.)*

3 **Special Rule: Surges:** Any minions placed due to a surge, must be placed on the side of the chasm with the most mice.

Deeper Dark



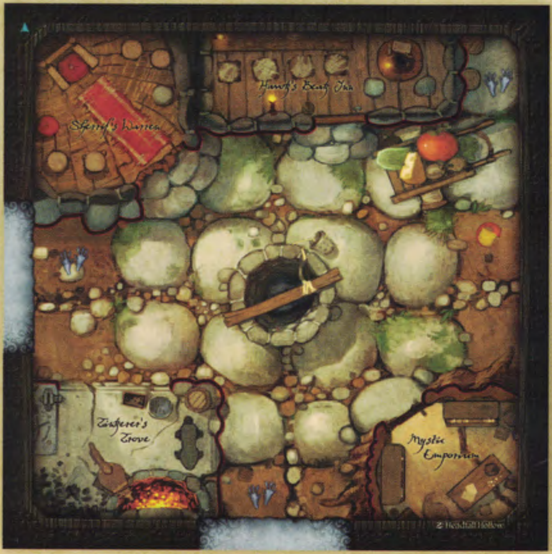
Whole tile:

2

1 **Special Rule: Rickety Bridge:** The bridge space that spans the deep crevasse is old and worn and the wood is dry and rotting. When a non-flying figure moves onto the bridge, it must end its move. If a mouse receives a wound while on the bridge, place that mouse figure in the chasm to the side of the bridge. It is hanging on for its life. While hanging on, a figure cannot attack or use any action until it is pulled to safety. Climbing back up onto the bridge works just like climbing out of water. The mouse uses its entire move, it must roll a ✸ on an action die, and gets an additional action die for each mouse on the bridge helping to pull it up.

2 **Special Rule: Exploring:** Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the chasm as the exploring mouse.

Headfall Hollow



Whole tile:

1

2

3

4

1 **Story Moment:** When the mice explore Headfall Hollow, instead of revealing an encounter card as usual, choose a player to read the following aloud:

The gates to the town hung open and unguarded.

"Now where did that foul tempered guard go?" wondered Nez.

"There are no sentries!" said Tilda. "Anywhere."

"Quickly, to the sheriff's warren!" ordered Collin, and off the party ran.

Except Jakobe who sniffed the air, stretched his arms and to no one in particular said, "Yessir, it's long past time for a drink at the inn."

Special Rule: Shopping: If there are no minions on the Headfall Hollow tile, a mouse that ends its move on a Headfall Hollow building location can spend its action to shop or otherwise interact in that location. Any search cards purchased from a vendor are taken from the search deck. Shuffle the search deck after shopping:

Sheriff's Warren

The first time a mouse ends its move on the sheriff's warren, choose a player to read the following aloud:

Collin grabbed one of Malodor's ears and held a tightly balled fist in the rat's face.

"What have you done?" shouted Collin. "Your arrangement with Shalop has ended, and now he marches upon the town with an army of froglodytes! What you done with your time except play at sheriff? Where are the guards? What fortifications have you prepared? Tell me!" Lutz, who had been standing right behind his boss, took a step forward. Collin let the rat go, but Malodor simply cowered before him. "You are a disgrace." Malodor attempted to stammer out a response, but it was too late. Alarm bells began to ring from the high places around town, and outside citizens cried out in fear.

"Shalop has come," said Tilda. "The siege has started."

"There won't be a siege," said Nez, "'Cause dingleberry here didn't make any defenses. This'll be a battle plain and simple. Too simple if ya ask me."

"You may be wishing for even more simplicity soon enough," warned Maginos.

"Let's go," said Collin, and turning back he ordered Malodor, "Protect the warren at all costs. We will have need of it." Lutz looked down at his boss, before joining the heroes without a word. "We must keep them from entering the town as long as we can," said Collin. "Let's head to the field and hold it."

"Bet I kill more froggies than you," Nez said slyly to Neré.

"Perhaps you will," replied the shaman. Nez groaned.

"I miss arguing with Filch."

Advance the chapter end marker 1 page space on the chapter track. Lutz will join the party after they explore up to Headfall.

Tinkerer's Trove

Horton Hamfist the hamster tinkerer has a few items up for grabs today, and he wants to help defend the city by giving a deep discount! All clockwork items are only 1 cheese!:

- Any Clockwork card = 1 cheese
- Pine Needle Darts = 3 cheese
- Throwing Daggers = 2 cheese
- Coin Shield = 2 cheese
- Dinner fork = 1 cheese
- Grape = 1 cheese

Mystic Emporium

Danderfur the itchy flaky old collector will buy any search card for 1 cheese. He also has some items of interest for purchase for 2 cheese:

- Phoenix Rune
- Aspect of the Porcupine Scroll
- Heal All Scroll

Hawk's Beak Inn

Brie the innkeeper will bandage the wounds and offer healing salve to the courageous mice. Remove all wounds or poison wounds from any mouse that ends its turn on Hawk's Beak Inn.

She also has some advice to give for those who tip her:

- Choose any trick card from the search deck for a 1 cheese tip.

She also has these items for sale:

- Whiskerfroth Elixir = 2 cheese
- Wilderberry jam = 2 cheese
- Nut grass tincture = 2 cheese

Play the Dice Game

To play the dice game against one of the locals, the mouse must first bet from 1-3 cheese from its stash. Roll 4 Action Dice for your mouse, you may choose to re-roll up to a number of dice equal to your lore but must keep the second result. Count up the number of ✸ rolled. Now roll 5 action dice for the local and count the number of ✸ rolled.

If you roll more ✸ than the local: You win. Keep the cheese you bet, plus collect a number of cheese equal to your bet.

If the local rolls the same number of ✸ as you: Place the cheese you bet in the general supply
If the local rolls more ✸ than you: Place the cheese you bet on the minion cheese wheel.

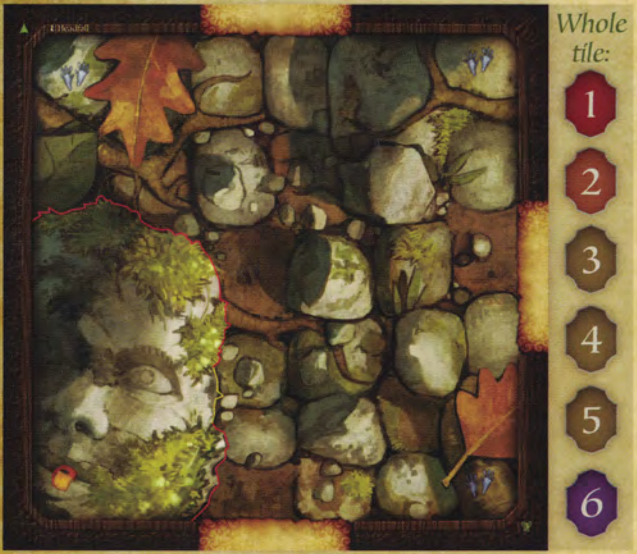
For Hire

If Jakobe has not been chosen to be a member of your party or the party used in chapter eight, you can hire him at the Inn as an ally for 3 cheese. Follow all the rules for having more than 4 in your party listed in the Fifth Wheel section of page ii of this story book. Unlike other allies, when Jakobe is hired, he stays in your party through the rest of the chapter, or until defeated.

3 Special Rule: Searches: Mice cannot search in Headfall Hollow.

4 Special Surge: If a surge occurs in Headfall Hollow, move the hourglass as usual. There are no other effects from this surge.

Headfall



1 Story Moment: When the mice explore Headfall, choose a player to read the following aloud:

Collin stood atop the statue's human face and gazed into the darkness that lay across the land. Lutz stood beside him, silent and immovable. There was a damp chill in the air, and all was quiet. And then their mouse ears pricked up. First there was a single croak. Then another. But soon it was a chaotic chorus, discordant and jarring. The forest rang with the croaking of countless frogs, and suddenly they burst forth into the clearing! The froglodytes were too numerous to count in the shadows of evening, and they bounded from out of the trees, their wet tongues zipping in and out aggressively.

And then he appeared: King Shalop. He stood there at the edge of the clearing, watching his minions attack, and he clenched his fists, threw back his head and gave a mighty croak that echoed out into the night.

"Headfall Hollow!" Collin cried, raising his sword above him.

2 Special Setup: Place Lutz along with the mice on the fallen statue head special area. Add 6 froglodyte warriors and 3 firebelly newts spread out along the eastern tile edge. Also place a bullfroglodyte figure in one of the central spaces containing minions on the eastern edge, and place the King Shalop token under it. Remember, Lutz is an ally controlled by the mice, and as such, he does not collect cheese or use any of his abilities. Do however use both of Lutz's initiative cards.

3 Special Rule: Froglodyte Reinforcements: At the end of each froglodyte warriors initiative card turn, add all previously defeated froglodytes to the tile adjacent to Shalop.

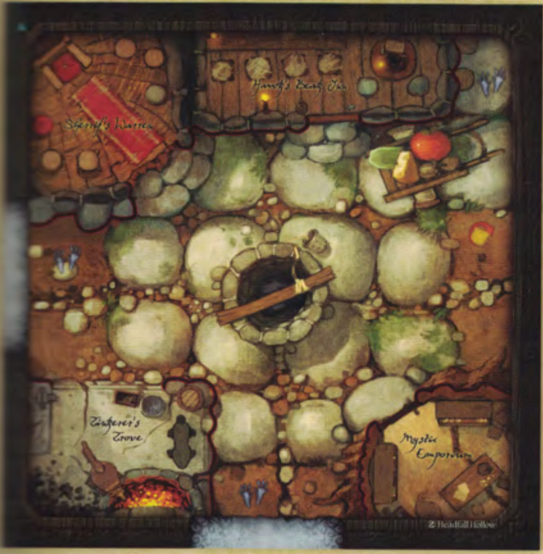
4 Special Rule: King Shalop the Invincible: King Shalop cannot be harmed by any attacks. King Shalop will not move or attack. Do not add King Shalop's cards to the initiative track. He will stand his ground, croaking orders to the charging froglodytes and calling for more frogs to join the battle.

Note to campaign players: If you are playing this chapter as part of a campaign, if you were victorious at chapter seven The Frog March, ignore special rule number 3 above. King Shalop's call for reinforcements goes unheard!

5 Special Rule: Falling Back: On its turn, a mouse can use an explore action on the flip space of this tile to fall back to Headfall Hollow and defend the town from there. A mouse can explore even if there are minions present. This option is only available after any 6 minions have been defeated, but must be exercised after that. When falling back, any currently captured mice are returned to play. Lutz does not fall back. After flipping the tile, proceed to 'Returning to Headfall Hollow' below.

6 Special Surge: Hesster!
Achievement!: If the mice defeat Hesster on this tile, advance the story end marker 1 page space on the chapter track. The intimidating display of mouse battle prowess buys the mice some more time.

Returning to Headfall Hollow



Whole tile:
1
2
3
4
5
6

1 Story Moment: When the mice retreat into Headfall Hollow, instead of revealing an encounter card as usual, choose a player to read the following aloud:

Without proper defense, the heroes of Barksburg had little chance of holding out. For every frog struck dead, ten more appeared to take their place. The froglodytes swarmed up onto the statue, and Collin realized they would have to retreat. Nez raged with his hammer, turning foes into jelly with every swing. Lutz threw himself into the most dangerous positions, lashing out with claws, and snarling all the while. Maginos and Neré used their magic to strike down frogs who had taken advantageous positions, and Tilda broke skulls when not mending her comrades. Collin parried blows with a froglodyte before lopping its head off, sending it tumbling down to the ground below. But the sea of froglodytes surged ever forward.

"It's no use!" Collin yelled. "Fall back to the hollow!" Slowly, the mice edged back toward the narrow entrance to town, but not Lutz. He let out a savage snarl, dreams of bloodlust swimming in his eyes, and he leapt headlong into the fray. The party retreated, and Collin looked back one last time. Lutz slashed his enemies down with vengeful swipes of his claws, but soon they covered him.

The mice moved as quickly as they could, but many were limping from their wounds. Inside the town it appeared that townsfolk were preparing themselves for a fight. Buildings had been boarded up and many stood in the streets with makeshift weapons. But their faces spoke of fear and they clearly had no idea of where to go or what to do.

"We had best get these folks ready to fight," said Tilda. "Because what happens next is not going to be pleasant." Collin agreed, and he noticed Malodor standing panicked in the doorway to the sheriff's warren.

Collin pointed at him and yelled, "Hold your building sir! Hold it or die trying!" Malodor just blinked and nodded dumbly.

2 Special Setup: Place Malodor on the doorstep of the Sheriff's Warren, he is an ally for this chapter. Place 1 critter citizen token in each of the buildings. Place Collin on the thimble bucket adjacent to the well in the town center. The player who is Collin, controls Malodor. Each of the other mice must be placed on the doorstep of a building so that each building has a mouse guarding its entrance (*Note: this might allow players to return any captured mice to play!*). Then continue reading:

Nez huddled in the doorway, keeping out of sight. He looked across the street where he could make out Maginos and Tilda doing the same. Presumably Neré was out there somewhere too. Behind him he heard the scared whimpering of the folk who hid inside. He hoped they would have the courage to act when the time came. Only Collin was in the streets. He stood there tall and brave, like a lighthouse facing an oncoming hurricane.

"Bless me if he doesn't look like his 'ol da," Nez said. From outside the town, they could all hear King Shalop bellowing orders to his troops.

"Pull back the foot! Advance the artillery!" There was a moment of silence before the king yelled, "The newts you idiot! The newts are the artillery!"

Now place a bullfroglodyte figure on the flip space and place the King Shalop token under it. Place 3 firebelly newts in the space with Shalop and 3 more adjacent. Also place 1 froglodyte warrior on each space adjacent to an exit, for a total of 4 froglodytes.

Note: If you are playing this chapter as part of a campaign and you have the firebelly freedom story achievement token in your party stash *(earned in chapter four), you may discard it now: Prince Collin calls for the firebellies to be free! Roll 2 dice. Remove a number of firebelly newts equal the the total number result rolled; they are refusing to fight.*

Next, place 1 on fire marker on each of the buildings. Those buildings' roofs are on fire. Then deal the initiative cards (*including King Shalop's*) to the initiative track and proceed.

Each time the firebelly newts take their turn, instead of attacking mice, they will attack buildings. Roll an action die one at a time for each firebelly newt figure. If a ✸ is rolled, that firebelly newt attacks a building. Choose any building and place an on fire marker on it. If the building already has an on fire marker, add a wound to that building instead. If a building collects 3 wounds, it has burned down! It can no longer receive any wound markers. If the sheriff's warren burns down the mice are defeated.

3 Special Rule: Moving Critter Citizens: The citizens are your fire brigade! After each mouse takes its turn, roll an action die. The player controlling that mouse can move any 1 critter token a number of spaces up to the number rolled. Critter citizens cannot enter a space that has minions in it.

4 Special Rule: Putting Out Fires: On its turn, any mouse can use its action to call on the critter citizens to put out 1 fire. To successfully put out a fire, the critter citizens need to have formed a continuous line from the town well to the building they wish to save. The player announces he is directing the critter citizens to put out the fire. Remove the fire token from that building.

Note to campaign players: If you are playing this chapter as part of a campaign and you were victorious in chapter eight, Rite of Passage, each time you clear a building of an on fire token, you can add one mouse used in that chapter, to the board in that building and add its initiative card to the initiative track as an ally controlled by the current player. If space becomes an issue, place the initiative card for that ally next to the initiative card for the mouse controlling it. That ally will take its turn immediately after that mouse.

5 Special Surge: In addition to moving the hourglass as usual, this surge is variable:

If Malodor is still an ally and in play, he switches sides, and is now considered a minion boss!

If Malodor is not in play, add a wound marker to each building that is on fire. Remember, a building that receives 3 wounds will burn down. This surge result can be repeated on subsequent surges.

6 Special Rule: King Shalop The Invincible: King Shalop cannot be harmed by attacks until he has received 1 or more wounds from a King. At any time on his turn, the player who is Collin can announce he is becoming a King. Remove the king's crown story achievement token from the party stash (*or from the general supply if you are not playing a campaign*) and place it on Collin's card. Then choose a player to read the following aloud:

King Shalop gave a great laugh before delivering a backhand blow to Collin face's, sending the young mouse down into the street.

"You are brave little mouse, I shall give you that." Collin struggled to regain his feet, but Shalop gave him a hard kick to the ribs, and laughed as the prince screamed in agony. "But I have nothing else but contempt for you! How dare you disrupt my plans in this kingdom? It is mine!" And as Collin struggled to rise once again, Shalop punched him hard, and the mouse collapsed on his back, blood running from his nose. "We are good people here," bellowed Shalop. "We love law and we love order! That is what I provide, just as any good king would. You sir, are a malcontent. You are a lawbreaker and a rabble-rouser. So I name you! And as I would with any criminal, I sentence you to die."

Collin took hold of his sword and held it up defensively in front of himself, his arm shaking from the effort. Shalop laughed at this.

"You cannot hurt me boy," he said, and he swatted the sword aside. He grabbed hold of Collin and lifted him so they could see each other eye to eye. "Shalop is a true king, and only a true king could ever hope to defeat him. So it is told." And with that the frog flung Collin away.

The prince lay there in the street. He could feel his wounds threatening to overcome him, and he wanted to weep, for they had come so far and done so much good. And then in his mind he pictured Linera leading the mice of Barksburg into the wild. He saw his father pacing nervously in the farmhouse, waiting for his son to return. And then he saw the kingdom – all of it – as if he was *an eagle soaring through the skies, and he heard the people cry out in despair. And then all those thoughts left him, and once again he was merely lying in the streets like a broken rag doll while Shalop laughed triumphantly.*

But he saw his pack lying next to him, having come open in his last spill, and from within it he saw the crown.

"Very well," he said meekly.

"Eh? What was that criminal?" Shalop bellowed.

"I said very well!" spat Collin, and he reached into his pack and pulled forth the crown. It was all he could do to find his feet again, but he stood up straight, his body in agony, blood matting the fur along his snout, and he said, "I do not seek this thing. But I must do it all the same. I do it so decent folk can lead their lives in peace. I do it for the town that took me in as a stranger and made me one of their own. But perhaps most of all, I do it so monsters like you can no longer feed off the weak!"

Collin put on the crown.

Shalop laughed nervously at this, though mostly due to not understanding exactly what was happening.

"Yes, well that's a lovely toy you have there. Truly. I may wear it myself once you are dead. But it is still just a toy, and wearing it does not make you a king."

"True," said Collin. "But I wear it because I am Collin, son of Andon, heir to the kingdom of men within whose boundaries and under whose jurisdiction this forest falls. Shalop the froglodyte, you have trespassed within my kingdom. You have robbed, beaten, killed, enslaved, and otherwise terrorized my citizens. You have two choices. Surrender and face the justice of a court, or fight, and face the justice of my steel."

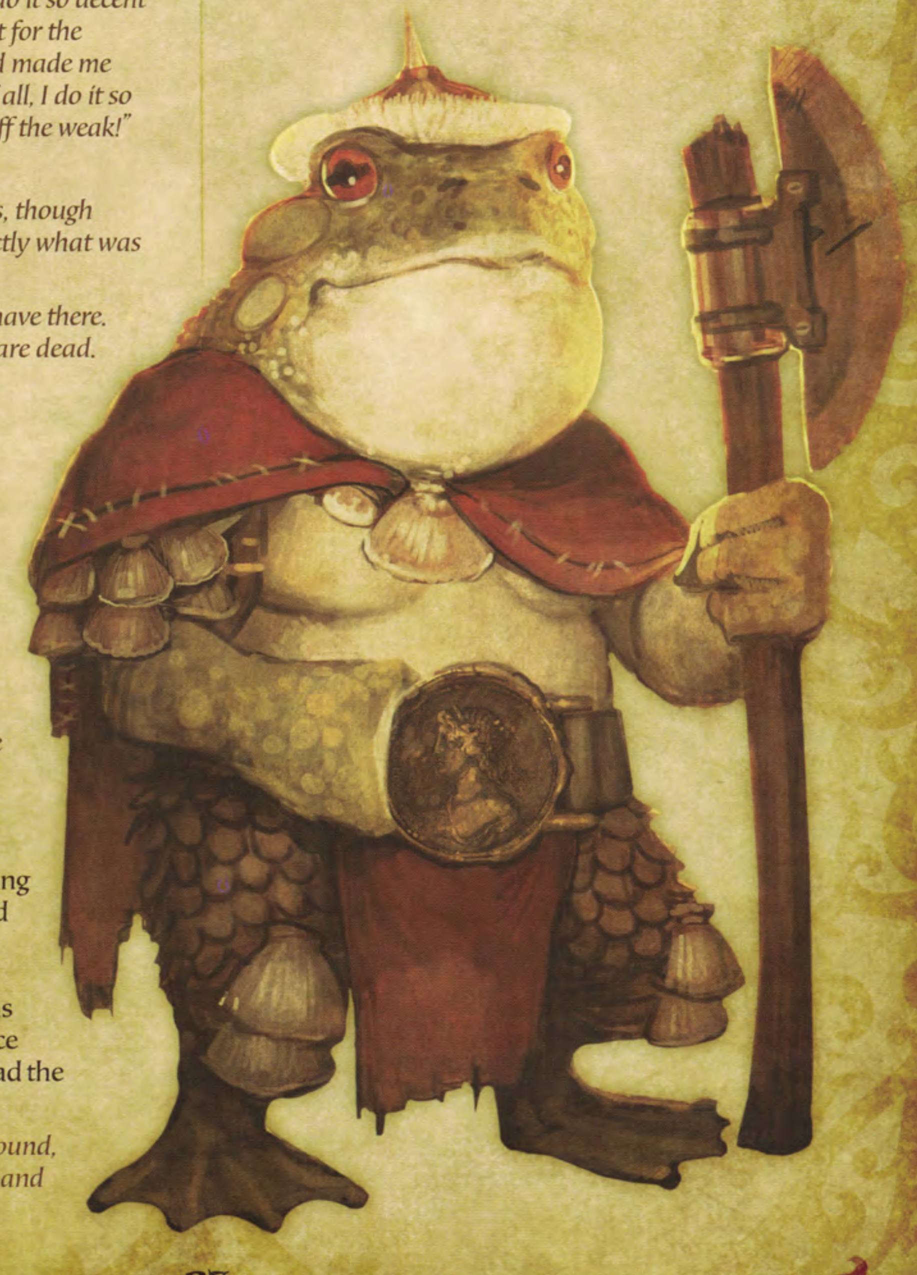
Once at least 1 wound is caused to King Shalop, he is no longer invincible and can be wounded normally. If Shalop becomes defeated, remove all other froglodyte and firebelly newt minions from the board, they retreat. The mice are victorious. Choose a player to read the following aloud:

Collin let his sword fall to the ground, before dropping to his knees. Shalop and his froglodytes hopped away in defeat, and Collin could only smirk as Shalop knocked his own people down to get away faster. He closed his eyes, and took a deep breath.

"I love you father," he said. "And I will see you again soon." And with that he stood up, and turned to survey the damage done to the town… but instead gasped at what he saw. His friends and all the town's citizens as were able, stood there staring at him in wonder. Maginos dropped to one knee.

"My king!" he called out. "The day is saved. All praise King Collin!" And Collin stood there in shock as every single creature present took a knee, and repeated the cry.

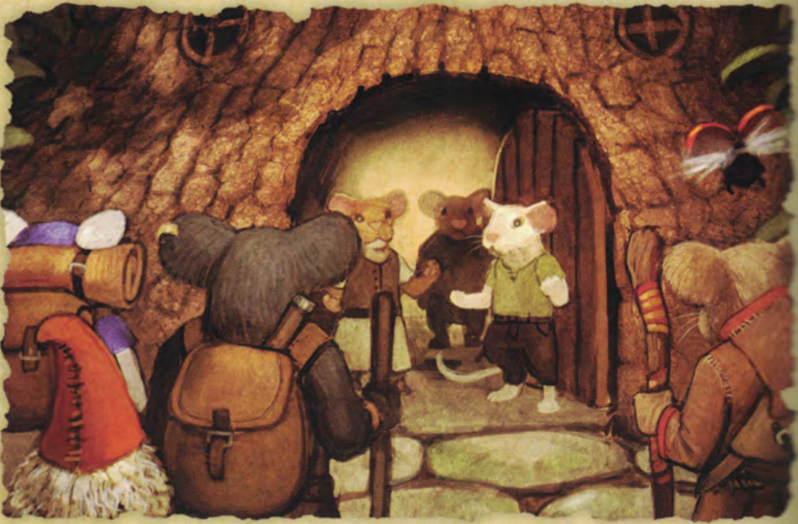
"The day is saved! All praise King Collin!"



Chapter Ten:

Homecoming

Choose a player to read the following aloud:



"The poor dears are absolutely exhausted!" said Tilda. The caravan from Barksburg streamed through the gates of Headfall Hollow, though just as Collin and his friends thought the Barksburg travelers looked worn, so too did the Barksburg travelers think Collin and his friends looked a fright, covered in cuts and bruises as they were. "Sire, many of the elders are barely clinging to life," the healer said.

"Put them up in the Hawksbeak Inn," Collin replied. "Use it as a hospital if need be. We can move the wounded from the battle in there as well."

"I'll see if I can't scrounge up some wilderberries to better help with their pain," said Ditty before scampering off.

"If ya don't mind Sire," said Nez, "I'd like to put in some time helping the Hollow with repairs." Collin nodded and turned to Ansel.

"Take the rest of our friends to Puddleby, as well as all able-bodied folk from Barksburg that you can. I will set out with the others at first light, but we will be slow going. Make what preparations you can. Oh!" Collin reached in his pack and pulled out the Barksburg Nut. "Give this to our gnome friends," he said as he handed it over to Ansel. "Let us find out what an indebted gnome can do."

"Aye, my… king." Ansel said, and Collin grinned at him.

"Thank you my friend. And I am sorry for giving you grief over calling me king the other day. This is not easy for me."

"That is why you will make a wonderful king!" laughed Ansel, and he walked off calling other mice to him.

"One last thing," said Tilda. "It's Earl and Ivy," and she pointed at two particularly decrepit Barksburg elders. "They worry me the most. He's stone deaf and she lost her vision to illness many years ago. They are completely dependent on one another, but that seems to have done more harm than good during their travels."

"I will look after them tomorrow," promised Collin. "We will rest along the way where and when we can."

"I just worry about them so."

"I swear to you," he said looking into her moist black eyes, "I will keep everyone safe." Tilda left him and did her best to usher Earl and Ivy toward the Inn. Collin saw Jakobe stagger by with a clay cup in hand.

"Coming with us tomorrow, Jakobe?" he asked.

"That depends," said Jakobe. "You paying me tomorrow?"

"Yes. But my father always said a man who fights for coin cannot be trusted, for you cannot trust someone who places a monetary value on their own life."

"He's probably right," said Jakobe, and he swallowed the last of his drink before carelessly tossing the cup away. "Goodnight sire."

"You never told me the story behind that medallion Lily gave you," said Collin. Jakobe looked down at the piece of amber, and cupped it in a green hand. He looked back at Collin, and the king thought he had never seen the gecko look so mournful. But Jakobe merely smiled weakly, then turned and staggered away.

Chapter Objectives

Safely bring the 5 elderly mice to their new home outside of Puddleby.

Victory Condition

The mice are victorious if they can safely escort all 5 elderly mice first to a rest spot, and then to Puddleby.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have arrived in Puddleby, or if the mouse elders lose all their cheese, the mice lose this chapter.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select any 4 mice to be in the party for this chapter. Make sure to study the map before choosing characters as some tiles benefit from certain party members. (*If you prefer your party to match the fiction, we suggest Collin, Tilda, Ditty, Nez and Jakobe [hired]*)

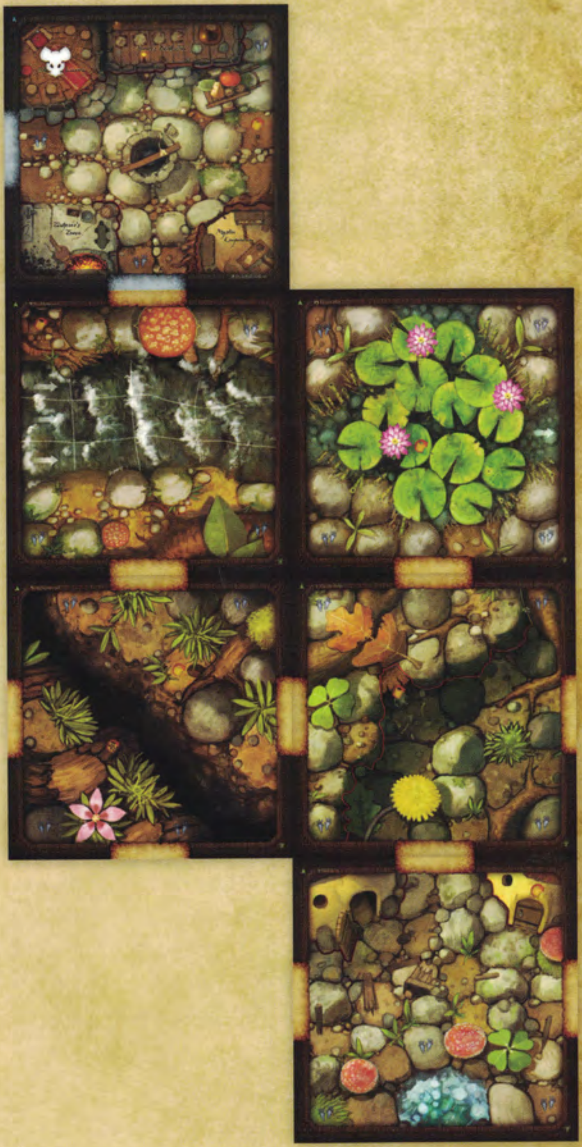
Note: If you are playing this chapter as part of a campaign, any mice used in a previous chapter can break the normal campaign rules and keep all cheese they ended the previous chapter with, in addition to the 1 search card. This cheese can be used in Headfall Hollow to prepare for the challenges ahead. Before starting, divide 6 cheese among the mice chosen to be in the party.

Encounter Deck Setup

To build the encounter deck, grab 3 difficult encounter cards and 3 standard encounter cards. shuffle them together and place them face down onto the encounter area on the story control board.

Room Tile Setup

Place the following 6 tiles as shown below: Headfall Hollow, Tricklemoore, Frogwaller, Brokenwood, Thistle Ridge and Puddleby.



Place the 4 mice being used in this chapter on the space indicated by the white mouse head icon. Also place the 5 critter citizen tokens in the Warren.

Special Chapter Rules

Quest Deck Setup

This chapter uses a quest deck. To create a quest deck, collect 8 search cards, 4 random, and 4 of the players' choosing. Fortune cards cannot be chosen. Add the Rest Spot search card to 4 of those cards. Shuffle those search cards and place them in a face-down stack near the party stash. Then shuffle the other 4 cards and stack them on top.

Note: Players should choose cards they think will help them in this chapter. Remember that some tiles are difficult or impossible to traverse without certain types of gear.

Rest Spot

The mice need to find a rest spot along the way so the elders can catch their breath. Each time a mouse successfully searches a tile, instead of drawing a search card from the search deck, it may choose to draw a card from the quest deck.

Note: If you find the rest spot on a tile while minions are in play, it still counts toward victory.

Achievement

When a mouse successfully finds the rest spot search card, advance the chapter end marker 1 page space on the chapter track.

Boss Deck Setup

This chapter uses a boss deck. To create the boss deck for this chapter, grab the Malodor, Pheasia, and both Hesster initiative cards. Shuffle the cards together and place them face down near the story control board. When the story book directs you to draw a random boss, reveal the top card from the boss deck. This is the boss you will face. If that boss is Hesster, make sure to use both cards. Once a boss has been encountered, do not return its initiative card to the boss deck.

Barksburg Elders

The Barksburg Elders are a frail group of wise old mice. They need help and protection if they are going to make it to their new home. They are represented on the board by the 5 critter citizen tokens.

Barksburg Elders and Initiative

Shuffle the Barksburg Elders initiative card in with the rest when determining initiative. After dealing the cards to the initiative track the first time, place 6 cheese on or near their initiative card. When initiative order changes, make sure to keep up with the remaining cheese, making sure it stays with the Barksburg Elders initiative card.

Barksburg Elders and Cheese

Barksburg Elders start the chapter with 6 cheese tokens on their initiative card. If they ever lose all of their cheese, the mice have been defeated. A mouse on the same space as a Barksburg Elder can share cheese with the Barksburg Elders using a share action. Cheese shared with the Barksburg Elders is placed on Barksburg Elders initiative card. Barksburg Elders cannot have more than 6 cheese tokens on their card at any time.

Moving Barksburg Elders

When the Barksburg Elders take a turn, they will move but cannot attack. Barksburg Elders always move toward the direction the previous migrating Barksburg mice went. They are following the trail left by the masses of mousey feet. Each tile will explain where the previous mice traveled. To move Barksburg Elders, roll an action die one at a time for each elder. Barksburg Elders will move that number of spaces toward the exit the previous migrating mice used. Without the help of a fishhook and thread party item, Barksburg Elders cannot cross red dividing lines, but will pass right over yellow lines without penalty. Barksburg Elders must stop when entering a space that has 1 or more minions on it. When a Barksburg Elder moves off the tile through an exit (*flip spaces and tree climb exits count, but the elders will not backtrack to a tile they have previously traversed)* while following the trail, place that Barksburg Elder token aside. The next time the mice use an explore action on that same exit, place the Barksburg Elders tokens on the space the mice explore to, then proceed. The mice cannot use an explore action while there are 1 or more Barksburg Elders on the same tile as the mice. They must first assist all the elders off the tile.

Calling to the Elders

A mouse can spend its action to get the elders to follow it. This action costs 1 cheese. Place that cheese token in the space that mouse occupies when it calls the elders. On their next turn, the elders will each move directly toward that cheese using the shortest path possible and will stop if they enter the space with the cheese. Discard the cheese when the elders are done moving. As mentioned above, if their move takes them onto a flip space, tree climb space or a space adjacent to an exit, the elder will move off the tile using that exit.

Barksburg Elders and Water

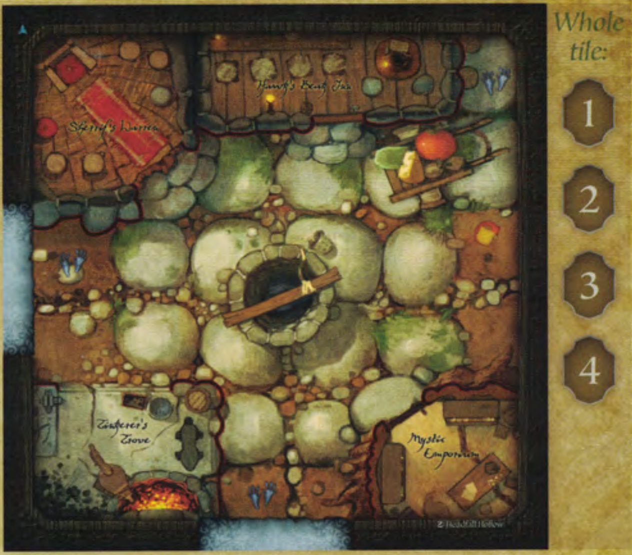
Barksburg Elders cannot move against the current and must stop when moving into a water space. A mouse that starts its move in a water space with an elder can pull that elder along when it moves to another water space. At the end of the Barksburg Elders' turn, if an elder is on a water space with no hero mice, he will be swept downstream one space just like a mouse. If a mouse is swept downstream while sharing a space with 1 or more Barksburg Elders, the elders will also get swept downstream. Barksburg Elders cannot climb out of water on their own. They must be pulled out by a mouse that is on an adjacent land space. It takes a mouse's action to pull an elder out of the water.

Tree Climb Token

Once during this chapter, the mice can place the tree climb token on any corner space of a forest Downwood tile. When exploring the tree climb space onto the tree overlay, the players can choose which direction to place the branch overlay onto any adjacent tile (*making sure the tile is Downwood side up*). Also place 2 leaves adjacent to any of the available stems on the tree or branch overlay. This will allow the mice to cross to a Downwood tile they might not be able to reach normally. When the mice arrive on the tree overlay, also place the Barksburg Elder tokens, then reveal an encounter card and place minions on the tree and branch overlay normally. There is no path in the trees for the elders to follow, so the mice need to make sure to call to them so they don't wander off the edge of the tree branch. If an elder would move off the tree or branch overlay, stop that elder at the edge and remove a cheese from the elder's stash.

Note: Players may want to save the tree option until they encounter a tile that is challenging to cross with the elderly mice.

Headfall Hollow



1 Special Rule: If you are playing this chapter as part of a campaign, any Headfall Hollow building location that burned down in the previous chapter is not available for shopping in this chapter.

2 Special Rule: The Elders: The elders will stay put resting until the mice explore out of Headfall Hollow. Do not move the elders or add their initiative card to the initiative track until the mice leave Headfall Hollow.

3 Special Rule: Shopping: If there are no minions on the Headfall Hollow tile, a mouse that ends its move on a Headfall Hollow building location can spend its action to shop or otherwise interact in that location. Any search cards purchased from a vendor are taken from the search deck. Shuffle the search deck after shopping. Make sure and study the map layout, and spend your shopping cheese accordingly.

Tinkerer's Trove

Horton Hamfist the hamster tinkerer has a few items up for grabs today,

- Woodchuck's Hatchet = 2 cheese
- Hooked Dagger = 2 cheese
- Bark Shield = 3 cheese
- Fishhook & Thread = 2 cheese
- Clockwork grenade = 2 cheese
- Bedrolls = 2 cheese

Mystic Emporium

Danderfur the collector will buy any search card for 1 cheese. He also has some items of interest for purchase for 2 cheese, and he strongly recommends a turtle whistle or a part water scroll:

- Phoenix Rune
- Part Water Scroll
- Clover Rune
- Fungus Bits
- Turtle Whistle
- Heal All Scroll

Hawk's Beak Inn

Brie the portly innkeeper has some advice to give for those who tip her:

- Choose any trick card from the search deck for a 1 cheese tip.

She also has these items for sale:

- Whiskerfroth Elixir = 2 cheese
- Nut grass tincture = 2 cheese

Play the Dice Game

To play the dice game against one of the locals, the mouse must first bet from 1-3 cheese from its stash. Roll 4 Action Dice for your mouse. You may choose to re-roll up to a number of dice equal to your lore but must keep the second result. Count up the number of ✸ rolled. Now roll 5 action dice for the local and count the number of ✸ rolled.

If you roll more ✸ than the local: You win. Keep the cheese you bet, plus collect a number of cheese equal to your bet.

If the local rolls the same number of ✸ as you: Place the cheese you bet in the general supply. If the local rolls more ✸ than you: Place the cheese you bet on the minion cheese wheel.

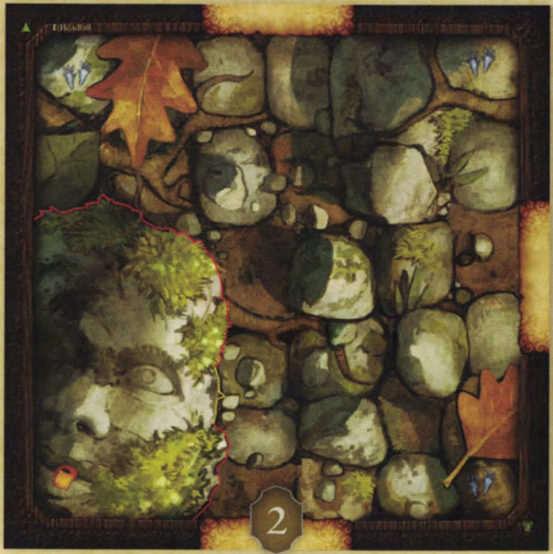
For Hire

If Jakobe has not been chosen to be a member of your party or the party used in chapter eight, you can hire him at the Inn as an ally for 3 cheese. Follow all the rules for having more than 4 in your party listed in the Fifth Wheel section of page ii of this story book. Unlike other allies, when Jakobe is hired, he stays in your party through the rest of the chapter, or until defeated.

4 Special Rule: Exploring: Searches: Mice cannot search in Headfall Hollow.

5 Special Surge: Street Fight: 1 rat warrior.

Headfall



Whole tile:

1

1 Story Moment: When the mice and elders explore Headfall, choose a player to read the following aloud:

The citizens of Headfall Hollow were hard at work clearing the detritus of war from the field. Collin looked at the aftermath wrought by the battle and wondered if any of the children from Barksburg had seen it. No child should see such violence, he thought.

"You there!" he called out to a vole collectin weapons from the field. The vole looked around to confirm the king was indeed talking personal to him.

"Er, yes your majesty?"

"Have you seen any sign of Lutz? He was the quiet weasel who worked for Malodor."

"That ruffian!" snapped the vole. "I haven't seen his body sire. More's the pity."

"Perhaps," said Collin. "But remember that when the time came, he left his boss and was willing to give his life for this town. Did you fight so valiantly sir?" The vole nodded at the words.

"If we find him sire, I will see he is treated properly. Living or dead."

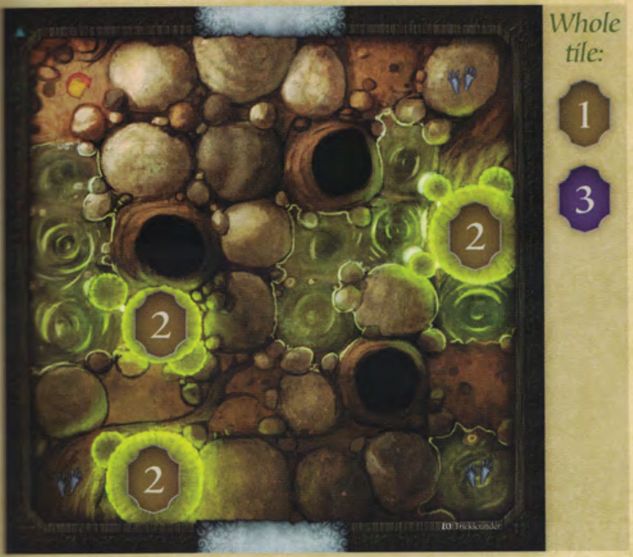
"Thank you my friend."

"My king," said Ditty, her eyes focused on the perimeter of trees. "I see movement. Looters or opportunists perhaps."

Then reveal an encounter card as usual.

2 Special Rule: Follow the Trail: The trail leads off the Eastern exit.

Trickleunder

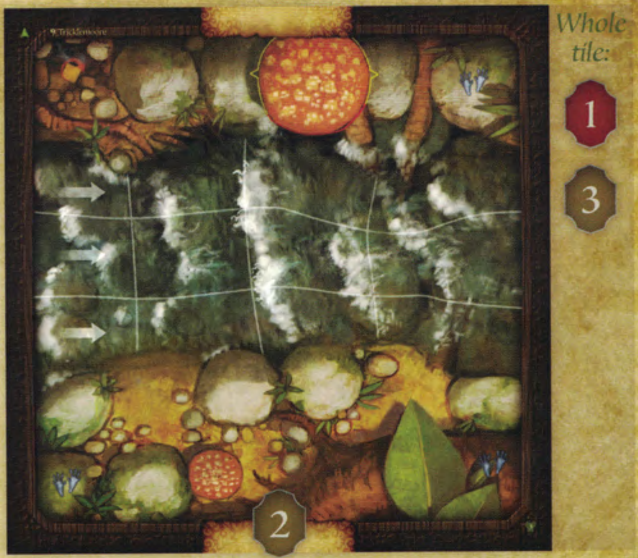


1 Special Rule: No Trail: Remember the migrating mice did not use the underground route. If no mouse has called to the elders, before moving them, flip a cheese token. Move each elder its full move the direction the cheese is pointing.

2 Special Rule: Bouncing Mushrooms: Instead of a normal move, a mouse that begins its move on a mushroom, can bounce. Place the mouse on any other mushroom on this tile. Elders cannot bounce.

3 Special Surge: Draw a random boss from the boss deck.

Tricklemoore



1 Story Moment: When the mice and elders explore Tricklemoore, choose a player to read the following aloud:

> *Tricklemoore rolled past them, thundering as it went. The Barksburg elders stared at the turbulent water with wide, fearful eyes.*
>
> *"I sure hope you have something in mind sire," said Jakobe. "I don't think this lot has ever seen this difficult a swim before."*

Note: If you are playing this chapter as part of a campaign, and you have the Woody Nobbles story achievement token in your party stash (acquired in chapters one or two-B) you can call on them to create a dam across the water. Treat all water spaces on this tile as normal land spaces. Then choose a player to read the following aloud:

> *Ditty pulled out her small flute and began to play a haunting melody. The sound of childish giggling from far away startled the elders, but when the Woody Nobbles burst up from the ground near the river, the elders squeaked in fright and huddled together.*
>
> *"Do not fret," Tilda said to the elders. "You are citizens of the Downwood now, so it is best you know about our friends here. These are the Woody Nobbles, and you will find their company to be charming."*
>
> *"Good heavens," exclaimed Collin. "I had no idea there were so many of them!" Indeed, there were a great many, but the Nobbles said nothing, and giggled and danced to the tune Ditty played. Then, they all linked arms and toddled over to the river's edge, where they one by one leapt into*

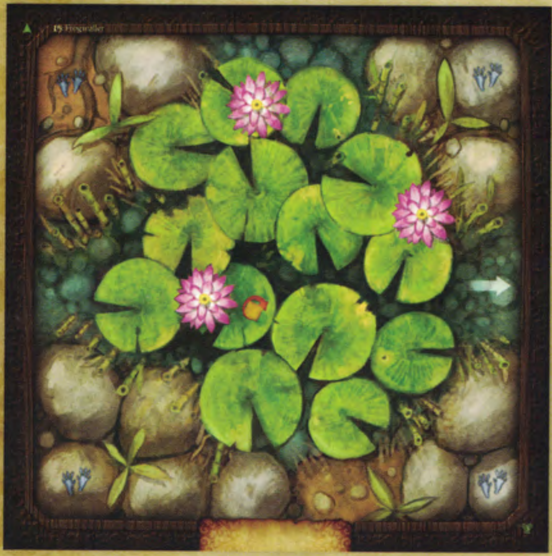
the water. It was slow going at first, but soon the Nobbles had formed a makeshift dam.

"Quickly!" Collin cried to his companions. "We must get across before the waters spill over!"

2 Special Rule: Follow the Trail: The trail leads off the Eastern exit.

3 Special Rule: Leaving Tricklemoore by Water: Tricklmoore and the next tile Frogwaller, are connected by water. The mice and elders can move off of or be swept off of Tricklemoore by way of water. Place the mouse and/or elder on the next available water space on Frogwaller. If even just one mouse or elder exits the tile in this manner, all active mice and elders must go this way, and special rule 2 above is no longer in effect. When all active mice and elders are on Frogwaller, treat it as an explore, and continue playing. Any minions left on Tricklemoore are removed from play and their initiative card is removed from the initiative track.

Frogwaller



Whole tile:

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2

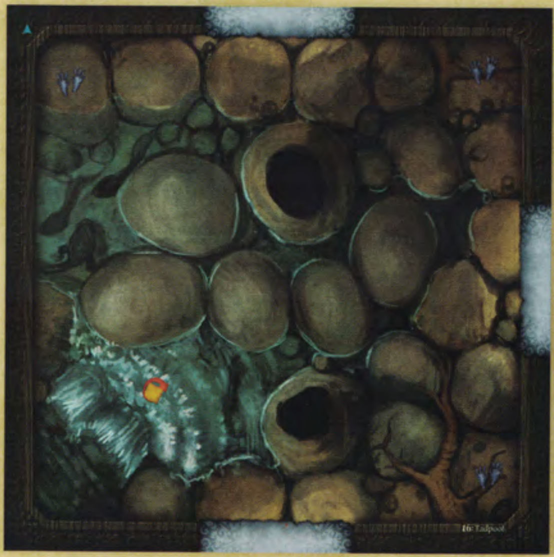
3

1 Special Setup: When the mice arrive in Frogwaller, do not reveal an encounter card. There are no minions present. The froglodytes must be hiding out, tending to their wounds. The mice must try to get the elders out of the water without making too much noise. If a mouse attempts to climb out of the water, but fails, it falls back in making a noisy splash! Reveal an encounter card as usual. If all mice are able to climb out without revealing new minions, continue playing with no encounter. Remember, the elders cannot climb out of the water on their own. They must be pulled out by a mouse. Don't forget to add a cheese to the minion wheel at the end of each round when there are no minions present.

2 Special Rule: : No Trail: The migrating mice did not use this route. If no mouse has called to the elders, before moving them, flip a cheese token. Move each elder its full move the direction the cheese is pointing.

3 Special Surge: Draw a random boss from the boss deck.

Tadpool



Whole tile:

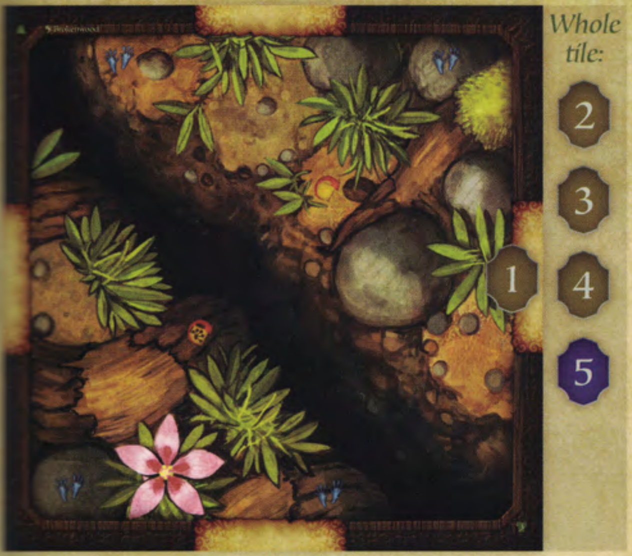
1

2

1 Special Rule: No Trail: The migrating mice did not use this route. If no mouse has called to the elders, before moving them, flip a cheese token. Move each elder its full move the direction the cheese is pointing.

2 Special Surge: Draw a random boss from the boss deck.

Brokenwood



1 Special Rule: Follow the Trail: The trail leads off the Northern exit.

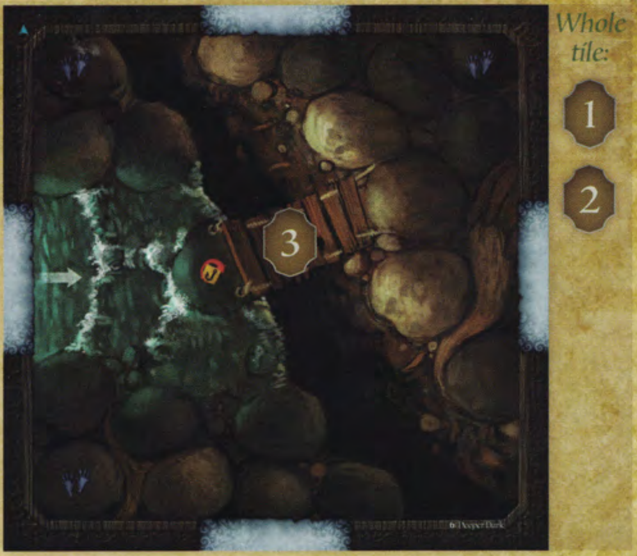
2 Special Rule: Exploring: Before a mouse can use an explore action to leave this tile, all mice must be on the same side of the chasm as the exploring mouse. Any melee minions trapped on the opposite side of the chasm from the mice will not prevent the mice from exploring.

3 Special Rule: Dangerous Chasm: If an elder's move would cause it to wander off the edge of the chasm, stop that elder's move at the edge, and remove 1 cheese from the Elder's initiative card.

4 Special Rule: Leaping Frogs: Any froglodytes or bullfroglodytes can leap over the chasm counting it as 1 space, but cannot end their movement on the chasm.

5 Special Surge: Draw a random boss from the boss deck. The boss must be placed on the side of the chasm with the most mice.

Deeper Dark

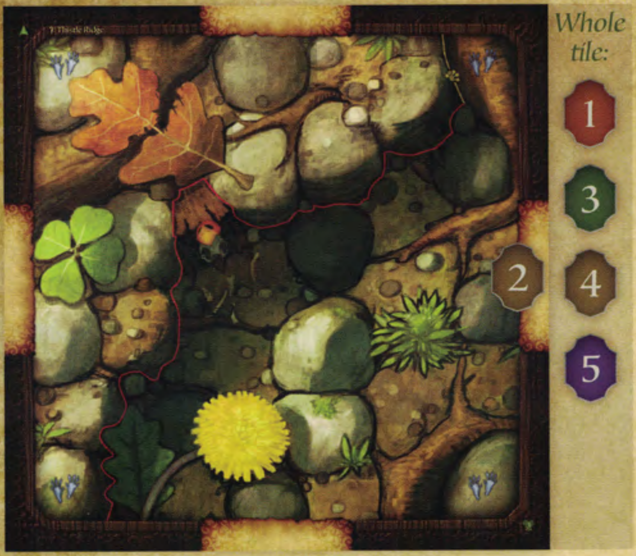


1 Special Rule: No Trail: Remember the migrating mice did not use the underground route. If no mouse has called to the elders, before moving them, flip a cheese token. Move each elder its full move the direction the cheese is pointing.

2 Special Rule: Dangerous Chasm: If an elder's move would cause it to wander off the edge of the chasm, stop that elder's move at the edge, and remove 1 cheese from the elder's initiative card.

3 Special Rule: Rickety Bridge: The bridge space that spans the deep crevasse is old and worn and the wood is dry and rotting. When a non-flying figure moves onto the bridge, it must end its move. If a mouse receives a wound while on the bridge, place that mouse figure in the chasm to the side of the bridge. It is hanging on for its life. While hanging on, a figure cannot attack or use any action until it is pulled to safety. Climbing back up onto the bridge works just like climbing out of water. The mouse uses its entire move, and must roll a ✸ on an action die! It gets an additional action die for each mouse on the bridge helping to pull it up.

Thistle Ridge



1 Special Setup: When the mice explore Thistle Ridge, instead of revealing an encounter card as usual, place 6 firebelly newts normally, then choose a player to read the following aloud:

> *They crept to the edge of the ridge and gazed down into the clearing below. A sizeable pack of firebelly newts patrolled the area outside an entrance to the Hot Below, and they appeared alert and ready for trouble.*
>
> *"Be very quiet now," whispered Jackobe. "We need everyone to be absolutely silent. The slightest noise might set these newts off."*
>
> *"Eh? What's the hold up?" bellowed Earl. "Are we stopping for lunch?" Cursing their luck, everyone immediately hit the ground, Tilda dragging Ivy and Earl with her. They steeled themselves for a response from the newts, but nothing came. Jakobe crept back to the edge and saw the newts running toward the cave entrance.*
>
> *"Come quickly!" one newt yelled to another that lagged behind. "The trial of King Shalop is about to begin!"*
>
> *"Something interesting is happening," whispered Jakobe. "Now's our time to slip down there."*

Now roll an action die. Remove a number of firebelly newts equal to the number result rolled. They have rushed off to see the trial using the flip space.

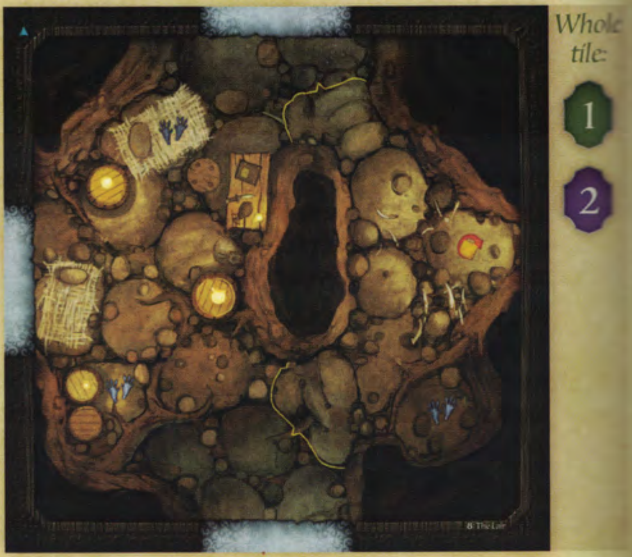
2 Special Rule: Follow the Trail: The trail follows along the upper ridge to the hidden path, then it leads off the Eastern exit.

3 Optional Side Plot: If the mice would like to witness the trial of King Shalop, they can call to the elders and guide them to the flip space instead of letting them follow the trail.

4 Special Rule: Dangerous Cliff: If an elder's move would cause it to wander off the edge of the ridge, stop that elder's move at the edge, and remove 1 cheese from the Elder's initiative card.

5 Special Surge: Draw a random boss from the boss deck.

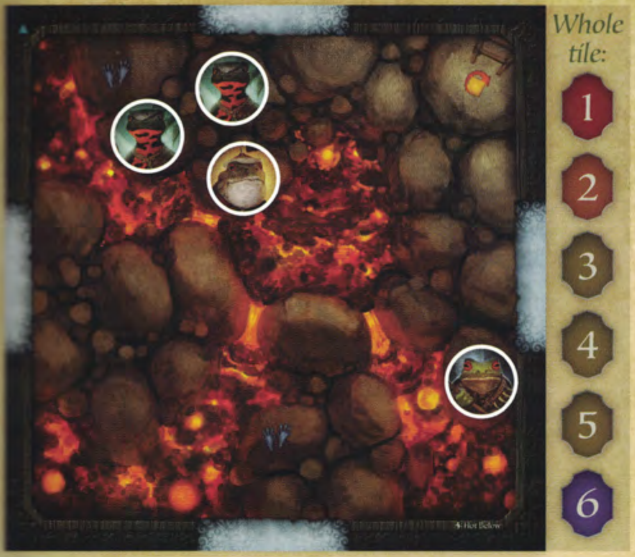
The Lair



1 Optional Side Plot: From this tile, the mice can hear a commotion from the neighboring tile Hot Below. Even though there is no trail to follow, the elders are attracted to the noise, and will move toward the exit to Hot Below as if there was a trail. What is the source of this commotion? If the players would prefer to avoid this side plot, the mice must call to the elders and attempt to get them to leave this tile by different exit.

2 Special Surge: Draw a random boss from the boss deck.

Hot Below



1 **Story Moment:** When the mice explore Hot Below, choose a player to read the following aloud:

The firebelly newts filled the cavern with angry shouting as they knocked Shalop around. The disgraced king was bound with cord, and was dangerously close to be pulled into the lava that boiled below them.

"Roast him!" some cried.

"Into the soup!" yelled others.

"Well, it looks like Shalop is going to receive his just reward," chuckled Jakobe.

"Just?" snapped an elder of Barksburg. "I do not see justice here," and the other elders all cried out in agreement.

"King Shalop!" called a newt leader. "You have been found guilty of slavery. We condemn you to die in the lava below. It is a quicker death than you deserve, though the pain of it will be terrible." Shalop shrieked in terror, and a small group of froglodytes that stood in the back, seemed angered by this.

"Wait!" cried an Elder of Barksburg stepping forward. "This is no proper trial!"

"A painful death is not a just death!" yelled another.

"What time is lunch?" bellowed Earl, and Ivy patted him on his arm.

A leader of the firebelly newts stepped forward angrily, and asked, "Who are you to cast judgment here? Aye, your king may have made all this possible, but your people have not suffered at Shalop's hands like ours!"

"Undoubtedly," said the elder. "Yet while you may have borne the brunt of Shalop's atrocities, does that now give you the right to violence?"

"Aye!" declared the newt. "That is exactly how I would describe it!"

"Wait!" shouted Collin, and he held up his hands for silence. All eyes turned toward him. "I agree that the newts should have their justice, but so too do I believe that justice should be measured. You newts have sworn no loyalty to me, so I am loathe to say much. But I would ask this: give these elders a moment to collect their thoughts and present you with an argument. When they are done, consider their words, and then do what you will. Can we agree on that?"

Both sides nodded in agreement, and the Barksburg elders pulled together in a huddle.

2 **Special Setup:** Do not reveal an encounter card. Instead, place King Shalop (*a bullfroglodyte figure with the King Shalop token under it*) on the indicated space, and place 2 firebelly newts on each of the indicated spaces. Place the elders and mice on the rocky outcropping. Also place 4 froglodytes on the minion entry space furthest from the mice and elders.

Roll 5 action dice (*1 for each elder*) and count the number of ✷ rolled. These represent how many elders voted to save Shalop:

- If 3 or more ✷ are rolled, read Verdict 1 below, then follow its directions.
- If less than 3 ✷ were rolled, read Verdict 2 below, then follow its directions.

Verdict 1: The Elders choose mercy

"We cannot condone this course of action," said an elder to the newts. "While we recognize that this frog has heaped terrible abuses upon your people, we beg you to think not of him, but of yourselves. Will you celebrate your freedom by committing acts of barbarism? Will you mimic the very monster you despise? Revenge is tempting yes, but it is fleeting. Justice on the other hand, is everlasting. Throw him in prison until you can arrange a proper trial, and thus begin an honorable new legacy for your people."

The newts were not pleased by this, but after the newt leaders whispered to each other in a group, they agreed to arrange a proper trial. They drug Shalop away to prison (Nez blew him a kiss), but the froglodytes lurking in the back became enraged.

"For our king!" they croaked.

Remove King Shalop and the firebelly newts from the board. If you are playing this as a campaign, place King Shalop's token in the party stash. You might need this in a future campaign. The mice must now battle the four remaining froglodytes. Shuffle the elders, froglodytes, and the mice initiative cards, and deal them to the initiative track to begin the fight.

Verdict 2: The elders choose to not intervene in the firebelly justice

"We cannot condone this course of action," said an elder to the newts. "Yet we are new to this locality and do not feel comfortable imposing our beliefs upon longstanding citizens. Nor do we wish you to think we trivialize your suffering. We will not interfere with your brand of justice."

At this the newts gave a cheer, and tugged Shalop closer to the edge. But the froglodytes flew into a rage.

"Our king!" they cried, and threw themselves at the newts. In the resulting commotion, Shalop kicked two newts to the side, and straining so hard that his head looked likely to burst, he snapped his bonds.

"After him!" Collin yelled. And the cavern exploded into a mighty melee.

The mice must now battle the froglodytes and King Shalop. Shuffle the elders, King Shalop froglodytes, firebelly newts and the mice initiative cards, and deal them to the initiative track to begin the fight. For this battle, treat the firebelly newts as allies.

3 Special Rule: No Trail: Remember, the migrating mice did not use the underground route. If no mouse has called to the elders, before moving them, flip a cheese token. Move each elder its full move the direction the cheese is pointing.

4 Special Rule: Lava: If an elder's move would cause it to wander off the edge of the rocks and into lava, stop that elder's move at the edge, and remove 1 cheese from the elder's initiative card.

5 Special Rule: Escaping the Chaos: Once all of the elders have escaped by way of the flip space, on its turn, any mouse can use an explore action on the flip space to leave this tile, even when there are minions present.

6 Special Surge: 2 froglodytes. Remove all other minions.

Puddleby

1 Story Moment: When the mice explore Puddleby, they are victorious! Choose a player to read the following aloud:

They stood there in shocked silence, and Anse walked up to Collin, a big smile on his face.

"I would say the gnomes outdid themselves," he said. "Perhaps it is now you who are in their debt?"

"What is it?" asked Ivy. "What has happened?"

"A miracle my love!" shouted Earl. "The town of Puddleby is small and old, but rising up next to it is the most beautiful oak tree."

"Is there?" Ivy asked.

"It looks so much like our old tree I would almost swear they were the same," said Earl. "But this one looks younger and stronger. But most wondrous of all my dear, is the small crack in its foundation near the roots. I daresay this tree is special! I daresay this tree has a hollow inside!"

"Indeed it does grandfather," said Ansel. "And what a hollow it is. There is room in there for more than double your numbers." Earl looked down at his Ivy, and the fur on her cheeks was wet with tears.

"It's beautiful," she said.

Collin and his companions met up with the rest of their friends, and there was much rejoicing. Ditty found her family, and they all gathered proudly around her. Collin found the gnomes and they blushed proudly when they saw the delighted look on his face.

"My friends," he said. "You have done us an honor we did not expect."

"How do you repay a king? A fine new home – now that's the thing!" said the father gnome.

"Fine indeed," said Collin. "We shall get to work building a city for our people, and when we are done, we shall rebuild Puddleby. I swear it. We shall create a bastion of law and order that can serve all the folk of the Downwood."

Epilogue

Choose a player to read the following aloud:

Down the long road the wise man looks,
And sees what he would see.
But he has not the sight of seers,
So what will be shall be.

The wise woman heeds no token,
Nor rolls the seer's bone.
She wanders roads as best she can,
And peeks 'neath ev'ry stone.

Nez set down his grit block and ran a hand over the wood. It was as smooth as could be. He stepped back and admired his handiwork.

"Ed," he said to a mouse passing by carrying lumber. "I never made a throne before – but I daresay this is one of the finest anyone has ever seen." Ed flashed a grin, and Nez nodded approvingly at the throne. "It's a fine seat for a fine lad." The throne grew up from the living wood, and Nez had shaped it lovingly. It sat upon a tiered dais, and featured a long back and strong arms, all contoured to better fit a king. Textures had been carved into every inch of the royal seat, and along the uppermost ridge of the back was a carving of a mouse wearing a crown. The mouse held a sword aloft, and to either side of it were nine companions kneeling, their weapons also held high. "Well, that's enough pattin' myself on the back," said Nez. "There's more than labor that needs doin' now! Where is that blasted Collin anyway?"

The interior of the tree was swarming with craftsmice who were busy sawing, hammering, sanding, and engineering the finest mouse city ever conceived. Among them was Collin, halfway up a ladder and hammering wooden pins into a complex bit of carpentry.

"Blast it all boy, what're you doin' up there?" Nez yelled. "It's not very kingly of you to be laborin' away like that!"

"I thought it was improper to call a king 'boy' like that," said Tilda, appearing behind Nez.

"But I – well I was just tryin' to help!" protested Nez.

"What do you say Sire?" Tilda called up. "Shall we hang him by his toes?"

"I would say yes," Collin replied, "But I'm afraid everything would fall apart without him around." Nez and Tilda coaxed Collin from his handiwork and sent him off to the royal cottage to get cleaned. The official living quarters of the royal family were still under construction in the tree, so Collin was quartering in an abandoned house in Puddleby until work was complete. But upon stepping outside he was greeted by a furry throng of well-wishers. All of the bowing seemed especially strange to Collin, but as most of the creatures had only just learned about it, they were eager to show they were as capable at bowing as any sophisticated city-mouse.

He met babies that were named after him ("Er, I'm sure young Collin will be a wonderful daughter."), saluted injured veterans of the Hassle for Headfall, and even tasted a sandwich that had been named in his honor. All in all it was exhausting, but he saw how important it was to the townsfolk to interact with him.

Once safely indoors, he collapsed in a comfortable chair.

"Will it always be this way?" he asked.

"Perhaps," said his father. "It will ease up with time, but you will always be a luminary to these folk. And why not? They have entrusted you with their very lives. Seeing you, touching you, talking to you – all these things help reassure them they have placed their trust in the right mouse."

"Yet in the end, I am just a mouse, and I'm making it up as I go."

"Ah my young son," laughed Andon. "Welcome to life. We are all just making it up as we go. Every one of us. Babe and geezer, pauper and king. And you know what? I would not want it any other way. Now clean yourself up and get dressed!"

The tree-naming ceremony began an hour later, and Collin stood in front of his throne, with Andon and Linera to his right and his closest companions to his left. The main hall was packed. The mice of Barksburg were there, but the folk of all the neighboring towns had travelled to Puddleby to see the new king. Collin had not sought to annex other villages, but they had come to him, seeing what his peace and justice had done for Puddleby and Headfall Hollow.

He held up a hand and in a bold voice cried, "Welcome my friends, my subjects, my family. First, I thank you for being here today. This display of unity proves the Downwood will once again be a safe place for good and honest folk. But our efforts do not cease now that Shalop has been defeated." And Collin spoke of the settlements that had gone quiet, and how they would need to be visited and made safe. He explained that once again the Downwood would have need of wardens, and so he named Ansel as Warden Captain of the Downwood. Collin stressed to everyone there the importance of working together, and that any goodly creature of the forest should be welcome within any of the towns.

Finally, he raised his hands, and said loudly, "I have given great thought to the name of this place. I have consulted with Linera and the elders of Barksburg, and I have talked with the people of Puddleby. It is decided! This oak tree shall prove to be a haven against evil, and thus I name it Oakhaven!" The crowd erupted in cheering and applause, and the heraldry of House Andon was raised upon a pole to join the flag of Puddleby. Collin laughed aloud when he saw the crow had found its proper place on his family crest.

Grackle the old crow sat perched on the highest branch of the tree newly named Oakhaven. Gentle winds ruffled his feathers and he listened to the cheering that came from far below.

Grackle was a simple bird, but he often found the ability to fly gave him a complex perspective of the world.

Far below inside the tree, the many mice, shrews, gnomes, and other creatures cheered in triumph, but to Grackle, their successes were paltry. For the disappearance of the royal family had created a power vacuum within the kingdom, and now that vacuum had become a howling vortex demanding to be filled.

Grackle had seen the elves of Nextor launch their bravest dragon rider, and heard the magnificent beast roar as it took to the skies. Grackle had witnessed the rise of the human outlaw called Riddle Jon, and learned the urgent secret he carried with him. And so too had Grackle observed the growing storm clouds to the south, and fled the ancient evil that extended its dark claws towards the north. Everywhere he looked there were countless pieces in motion, and all of them, like the unstoppable hands on the clock of Fate, were pointing at Oakhaven.

The wind whipped against Grackle, and his branch shook, and the crow threw open his wings and cawed.

Game Notes

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Individual Achievements

Fireproof

The first mouse in a chapter to be captured with an on fire token on its character card is now considered fireproof.

Effect: Place no more fire markers on that mouse for the rest of the chapter.

Marksman

The first mouse to roll 3 or more bows in one attack with a ranged weapon earns the marksman achievement. Place the marksman token on that mouse's character card.

Effect: When attacking with a ranged weapon, the marksman may discard the marksman token to automatically roll bows on all dice used in that attack.

Snake Charmer

The first mouse in a chapter that defeats Hesster earns the Snake Charmer achievement token.

Effect: For the rest of the chapter, all large minions roll one fewer die when defending against an attack from the Snake Charmer.

3

Contents of this expansion set:

1 eleven chapter storybook • 3 mouse hero figures • 23 minion figures • 25 initiative cards
1 tree overlay • 1 branch overlay • 8 dual-sided forest tiles • 34 mouse ability cards
59 search cards • 9 encounter cards • 3 mouse hero cards • 3 sheets of die cut counters

Plaid Hat Games

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